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X-MEN™ LEGENDS

OFFICIAL STRATEGY GUIDE

BY LAURA PARKINSON AND E. DALE KNOTTS

This game has received the following rating from the ESRB:

T TEEN CONTENT RATED BY ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM, MICROSOFT XBOX™, AND NINTENDO GAMECUBE™.

ACTIVISION®

X-MEN™ LEGENDS

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THE STORY SO FAR

The X-Men are mutants. Human beings born with the "X-Gene," one small quirk in the makeup of their beings that gives them powers and makes them different. Even though most people fear mutants, the X-Men use their powers to stop those that would harm humanity. Their ultimate goal is to make the world a peaceful place where humans and mutants can both live together in peace.

This is the current world of Alison Crestmere. She's a normal high school girl, but one day she realized that she is a mutant. On that day her world fell apart, and she is targeted by a group known as the Brotherhood of Mutants, to use in their own sinister plans.

In *X-Men Legends*, you take on the role of Alison as she learns and develops her powers. At other times, you control the X-Men as they take on dangerous missions in an attempt to thwart the plans of the Brotherhood, and any others who threaten humanity.

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WOLVERINE™

REAL NAME: LOGAN

Logan is a man who's a mystery even to himself. A victim of vicious experiments at the Weapon X laboratories, Wolverine's memories have been severely damaged. Who he is and where he came from may be lost to him forever. But one thing is certain; he's the best at what he does.

Born in Canada, Wolverine worked for Department H, a group of superheroes based in Ottawa, Canada. Wolverine eventually left his homeland to work for Charles Xavier and the X-Men.

Possessing a mutant ability to quickly heal physical damage, Wolverine also has claws he can extend and retract from the back of his hands. Perhaps because of his mutant healing factor, the Weapon X labs fused adamantium to his bones making his skeleton virtually indestructible. His acute sense of smell allows him to follow the trail of an enemy.

LEVELING TIPS

Wolverine's strengths are in melee, making Strike his primary attribute. Body and Agility are also important. However, his Healing Factor allows these attributes to be slightly lower than the average melee fighter. While Focus provides a larger energy pool for special attacks, the raw power of Wolverine's claws combined with abilities such as Sharpness and Expertise make special attacks unnecessary in most fights. Put approximately two points into Strike for every one point placed into both Agility and Body. Focus shouldn't need more than 10 to 15 points total unless you rely heavily on Wolverine's special attacks.

Channel points into Healing Factor as Wolverine's level increases. This keeps Wolverine in the fight even when the odds are overwhelming. Abilities that increase his attack power, such as Sharpness and Expertise, are an excellent investment. Also put some points into Toughness to boost his maximum health, since he often goes toe-to-toe with enemies. Pick either Brutal Slash or Claw Furry and focus on that attack power. There's no real need to have both of these powers, but Feral Rage becomes beneficial as it gains ranks.

MUTANT POWERS

BRUTAL SLASH

Brutal claw slash and stab that damages enemy.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	25-31 Physical Damage, 3 Destruction, and 245 Knockback	10	1
2	1 pt.	50-63 Physical Damage, 3 Destruction, and 245 Knockback	15	3
3	1 pt.	80-100 Physical Damage, 3 Destruction, and 245 Knockback	20	5
4	1 pt.	100-125 Physical Damage, 3 Destruction, and 245 Knockback	25	7
5	1 pt.	125-150 Physical Damage, 3 Destruction, and 245 Knockback	30	9

CLAW FLURRY

Multiple slashing attacks to damage enemies.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	9-11 Physical Damage	25	5
2	1 pt.	15-18 Physical Damage, up to 2 attacks in sequence	30	7
3	1 pt.	25-31 Physical Damage, up to 2 attacks in sequence	35	9
4	1 pt.	50-63 Physical Damage, up to 3 attacks in sequence	40	11
5	1 pt.	80-100 Physical Damage, up to 3 attacks in sequence	45	13

EVISCERATE (UPGRADE OF BRUTAL SLASH)

Improves Brutal Slash. This ability unlocks once Brutal Slash has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	150-165 Physical Damage, 3 Destruction, 245 Knockback, and adds Bleed Damage	40	15
2	1 pt.	175-215 Physical Damage, 3 Destruction, 245 Knockback, and adds Bleed Damage	45	17
3	1 pt.	200-250 Physical Damage, 3 Destruction, 245 Knockback, and adds Bleed Damage	50	19
4	1 pt.	250-310 Physical Damage, 3 Destruction, 245 Knockback, and adds Bleed Damage	55	21
5	1 pt.	300-375 Physical Damage, 3 Destruction, 245 Knockback, and adds Bleed Damage	60	23

CLAW FRENZY (UPGRADE OF CLAW FLURRY)

Description: Improves Claw Flurry. This ability unlocks once Claw Flurry has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	100-125 Physical Damage, up to 3 attacks in sequence	55	20
2	1 pt.	125-150 Physical Damage, up to 4 attacks in sequence	60	22
3	1 pt.	150-165 Physical Damage, up to 4 attacks in sequence	65	24
4	1 pt.	175-215 Physical Damage, up to 5 attacks in sequence	70	26
5	1 pt.	200-250 Physical Damage, up to 5 attacks in sequence	75	28

LEGEND SLASH (UPGRADE OF EVISCERATE)

Improves Brutal Slash. This ability unlocks once Eviscerate has reached Rank 5 and Wolverine has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	450-550 Physical Damage, 3 Destruction, 245 Knockback, and adds Bleed Damage	70	30

LEGEND FRENZY (UPGRADE OF CLAW FRENZY)

Improves Claw Flurry. This ability unlocks once Claw Frenzy has reached Rank 5 and Wolverine has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	250-310 Physical Damage, up to 5 attacks in sequence	85	30

FERAL RAGE

Enters a raged state that lasts for a short time and increases statistics.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	+5 Agility and +30% Movement Speed for 15 seconds	60	5
2	1 pt.	+5 Agility and +30% Movement Speed for 16 seconds	70	7
3	1 pt.	+5 Agility and +30% Movement Speed for 17 seconds	80	9

BERSERKER RAGE (UPGRADE OF FERAL RAGE)

Improves Feral Rage. This ability unlocks once Feral Rage has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	+5 Agility, +5 Striking and +30% Movement Speed for 20 seconds	100	14
2	1 pt.	+5 Agility, +5 Striking and +30% Movement Speed for 22 seconds	110	16
3	1 pt.	+5 Agility, +5 Striking and +30% Movement speed for 24 seconds	120	18

UNSTOPPABLE RAGE (UPGRADE OF BERSERKER RAGE)

Improves Feral Rage. This ability unlocks once Berserker Rage has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	+5 Agility, +5 Striking, +5 Body, +30% Movement Speed for 28 seconds	140	23
2	1 pts.	+5 Agility, +5 Striking, +5 Body, +30% Movement Speed for 32 seconds	150	25
3	1 pts.	+5 Agility, +5 Striking, +5 Body, +30% Movement Speed for 36 seconds	160	27

SAVAGE RAMPAGE

Xtreme Attack—Dashes from enemy to enemy brutally slashing them.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks SAVAGE RAMPAGE	—	15

OTHER POWERS/ABILITIES

HEALING FACTOR

Wolverine heals steadily over time and feels less Pain.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	2 Health per second after 5 idle seconds, Pain reduced by 20%	1
2	1 pt.	4 Health per second after 5 idle seconds, Pain reduced by 40%	7
3	1 pt.	6 Health per second after 5 idle seconds, Pain reduced by 60%	12
4	1 pt.	8 Health per second after 5 idle seconds, Pain reduced by 80%	17
5	1 pt.	10 Health per second after 5 idle seconds, Pain reduced by 100%	22

SHARPNESS

Adds extra Physical Damage and Destruction to claw attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Physical Damage and +3 Destruction	3
2	1 pt.	+9-11 Physical Damage and +5 Destruction	8
3	1 pt.	+15-18 Physical Damage, + 6 Destruction and +4-5 Bleed for 5 seconds	13
4	1 pt.	+25-31 Physical Damage, +7 Destruction and +9-11 Bleed for 7 seconds	18
5	1 pt.	+50-63 Physical Damage, +8 Destruction and +15-18 Bleed for 9 seconds	20

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

EXPERTISE

Adds Striking and Agility to character statistics.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+1 Striking and +1 Agility	1
2	1 pt.	+2 Striking and +2 Agility	1
3	1 pt.	+3 Striking and +3 Agility	1
4	1 pt.	+4 Striking and +4 Agility	1
5	1 pt.	+5 Striking and +5 Agility	1

CYCLOPS™

REAL NAME: SCOTT SUMMERS

Duty would be the word that best sums up Scott Summers. It is his sense of duty that led him to become the first member of Professor Xavier's team of X-Men. It is also his sense of duty that continues to drive him to bear the awesome burden of team leader.

Cyclops' eyes are able to generate a blast of energy which is strong enough to melt steel. The energy comes from solar energy his body absorbs. Unfortunately, he was hurt as a youngster when he and his brother Alex were forced to jump from a burning plane. Because of that injury, Scott cannot control his optic blasts. Were it not for the special glasses with ruby quartz lenses Professor Xavier developed, Cyclops would not be able to open his eyes without emitting a beam of energy.

LEVELING TIPS

Because his Mutant Power is his greatest strength, Focus should be Cyclops' primary attribute. Body and Agility can't be ignored, but shouldn't nearly as high as his Focus. Pump about one point into Agility for every two points in Focus. Body can be kept at about half of his Agility, since he attacks from long range. Strike should practically be ignored.

Focus skill points on his Powers whenever possible, although Tactics isn't quite as useful as the others unless you manually control him in battles. After the beam-based Mutant Powers, Leadership is useful assuming you make good use of combos. Mutant Mastery gives him plenty of energy to expend over a long battle. Accuracy and Point Blank Shot are also useful. Toughness is good for helping keep Cyclops alive, but isn't a large priority, while Critical Strike should be ignored until all other powers are maxed out.

MUTANT POWERS

OPTIC BEAM

A beam of energy acting as a ranged attack. Can be used to weld.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	9-11 Energy Damage and 1 Destruction	10	1
2	1 pt.	15-18 Energy Damage and 2 Destruction	15	3
3	1 pt.	25-31 Energy Damage and 3 Destruction	20	5
4	1 pt.	50-63 Energy Damage and 3 Destruction	25	7
5	1 pt.	80-100 Energy Damage and 4 Destruction	30	9

OPTIC SWEEP

A wide beam ranged attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	4-5 Energy Damage, 1 Destruction and 120 Knockback	25	5
2	1 pt.	6-8 Energy Damage, 1 Destruction and 190 Knockback	30	7
3	1 pt.	9-11 Energy Damage, 1 Destruction and 245 Knockback	35	9
4	1 pt.	12-15 Energy Damage, 1 Destruction and 305 Knockback	40	11
5	1 pt.	15-18 Energy Damage, 1 Destruction and 370 Knockback	45	13

OPTIC BLAST (UPGRADE OF OPTIC BEAM)

Improves Optic Beam. This ability unlocks once Optic Beam has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	100-125 Energy Damage, 4 Destruction and Piercing	40	15
2	1 pt.	125-150 Energy Damage, 5 Destruction and Piercing	45	17
3	1 pt.	150-165 Energy Damage, 6 Destruction and Piercing	50	19
4	1 pt.	175-215 Energy Damage, 7 Destruction and Piercing	55	21
5	1 pt.	200-250 Energy Damage, 8 Destruction and Piercing	60	23

OPTIC SLAM (UPGRADE OF OPTIC SWEEP)

Improves Optic Sweep. This ability unlocks once Optic Sweep reaches Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	20-25 Energy Damage, 2 Destruction and 430 Knockback	55	20
2	1 pt.	25-31 Energy Damage, 3 Destruction and 500 Knockback	60	22
3	1 pt.	37-45 Energy Damage, 4 Destruction and 500 Knockback	65	24
4	1 pt.	50-63 Energy Damage, 5 Destruction and 555 Knockback	70	26
5	1 pt.	80-100 Energy Damage, 6 Destruction and 555 Knockback	75	28

LEGEND BLAST (UPGRADE OF OPTIC BLAST)

Improves Optic Beam. This ability unlocks once Optic Blast has reached Rank 5 and Cyclops has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	250-310 Energy Damage, 10 Destruction and Piercing	70	30

LEGEND SLAM (UPGRADE OF OPTIC SLAM)

Improves Optic Sweep. This ability unlocks once Optic Slam has reached Rank 5 and Cyclops has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	100-125 Energy Damage, 7 Destruction and 620 Knockback	85	30

TACTICS

Improves fighting effectiveness by raising character statistics for a short time.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	+2 Striking and Agility for 15 seconds	60	5
2	1 pt.	+4 Striking and Agility for 16 seconds	70	7
3	1 pt.	+6 Striking and Agility for 17 seconds	80	9

STRATEGY (UPGRADE OF TACTICS)

Improves Tactics. This ability unlocks once Tactics has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	+8 Striking and Agility for 20 seconds, also affects nearby teammates	100	14
2	1 pt.	+10 Striking and Agility for 22 seconds, also affects nearby teammates	110	16
3	1 pt.	+12 Striking and Agility for 24 seconds, also affects nearby teammates	120	18

COMMAND (UPGRADE OF STRATEGY)

Improves Tactics. This ability unlocks once Strategy has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	+14 Striking and Agility for 28 seconds, also affects all teammates	140	23
2	1 pt.	+16 Striking and Agility for 32 seconds, also affects all teammates	150	25
3	1 pt.	+18 Striking and Agility for 36 seconds, also affects all teammates	160	27

OPTIC RAGE

Xtreme attack—Deadly arc spray attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks OPTIC RAGE	—	15

OTHER POWERS/ABILITIES

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

ACCURACY

Increases chance of criticals for ranged attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	1
3	1 pt.	+6% Chance	1
4	1 pt.	+8% Chance	1
5	1 pt.	+10% Chance	1

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

LEADERSHIP

Damage and combo experience bonus to any combo done while the hero is on the team.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+25% Damage and +5% Combo Experience	4
2	1 pt.	+50% Damage and +10% Combo Experience	9
3	1 pt.	+75% Damage and +15% Combo Experience	14
4	1 pt.	+100% Damage and +20% Combo Experience	19
5	1 pt.	+150% Damage and +25% Combo Experience	24

POINT BLANK SHOT

Increases damage done by ranged attacks within 10 feet.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+10% Damage	4
2	1 pt.	+20% Damage	9
3	1 pt.	+30% Damage	14
4	1 pt.	+40% Damage	19
5	1 pt.	+50% Damage	24

MAGMA™

REAL NAME: ALISON CRESTMERE

With the recent discovery of her mutant ability to control lava, Alison Crestmere is a teenager who's been thrown into the turbulent world of humans vs. mutants. To add to Alison's troubles, testing in the Danger Room has revealed that she is extremely powerful—perhaps even the equal of Jean Grey's malevolent alter ego "The Phoenix".

It was fortunate that the X-Men were able to rescue Miss Crestmere from the Brotherhood in New York City. If Mystique had been able to convince Alison to join their ranks, the outcome would have been disastrous. With her help, the Brotherhood could have easily sparked a war that would pit mutants against humans in an all out struggle for survival.

LEVELING TIPS

Magma has the option of becoming a powerful melee fighter, or a gunner, and that choice is a major influence on where to spend her attribute points. Placing points into Focus is essential when planning to primarily use Fiery Blast and Lava Fissure. However, Magma has the ability to be a powerful melee fighter that rivals Wolverine. To craft her into a mighty warrior, create a balance between Focus, Agility, and Strike. Strike and Agility should be the primary attributes with Focus not far behind. Strike provides her with a devastating attack, Agility keeps her safe at close-range, and Focus provides her with enough juice to use Fiery Form regularly. Don't ignore Body either. It should be at about half the level of the other attributes.

Lava Fissure provides more bang for the buck than Fiery Blast. It also pops enemies into the air at higher ranks, which is great when surrounded by tough opponents. Get Fiery Form early if you plan on making Magma a scrapper, then follow it with Burning Rage, Magma Might, Toughness, and Critical Strike. For those transforming her into a shooter, stick to the primary attack power and Mutant Mastery. Fiery Form still provides an excellent defensive boost, but it isn't essential.

MUTANT POWERS

FIERY BLAST

Throws balls of fire at the enemy. Can weld objects.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	3 Lava Balls, 4-5 Energy Damage per ball	10	1
2	1 pt.	3 Lava Balls, 6-8 Energy Damage per ball	15	3
3	1 pt.	3 Lava Balls, 9-11 Energy Damage per ball	20	5
4	1 pt.	3 Lava Balls, 12-15 Energy Damage per ball	25	7
5	1 pt.	3 Lava Balls, 15-18 Energy Damage per ball	30	9

MAGMA BLAST (UPGRADE OF FIERY BLAST)

Improves Fiery Blast. This ability unlocks once Fiery Blast has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	5 Lava Balls, 15-18 Energy Damage per ball	40	15
2	1 pt.	5 Lava Balls, 20-25 Energy Damage per ball	45	17
3	1 pt.	5 Lava Balls, 25-31 Energy Damage per ball	50	19
4	1 pt.	5 Lava Balls, 37-45 Energy Damage per ball	55	21
5	1 pt.	5 Lava Balls, 50-63 Energy Damage per ball	60	23

MAGMA LEGEND (UPGRADE OF MAGMA BLAST)

Improves Fiery Blast. This ability unlocks once Magma Blast has reached Rank 5 and Magma has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	7 Lava Balls, 50-63 Energy Damage per ball	70	30

FIERY FORM

Alison is incased in flames which increase her statistics for a time.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-5 Damage taken, +1 Might and -50% Fire Damage taken for 15 seconds	60	5
2	1 pt.	-8 Damage taken, + 1 Might and -50% Fire Damage taken for 16 seconds	70	7
3	1 pt.	-10 Damage taken, +1 Might and -50% Fire Damage taken for 17 seconds	80	9

ATLAS FORM (UPGRADE OF MAGMA FORM)

Improves Fiery Form. This ability unlocks once Magma Form has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-20 Damage taken, +1 Might, +15-18 Energy Damage, +6-8 Touch Damage, -50% Fire Damage taken, lasting 28 seconds.	140	23
2	1 pt.	-20 Damage taken, +1 Might, +20-25 Energy Damage, +9-11 Touch Damage, -50% Fire Damage taken, lasting 32 seconds.	150	25
3	1 pt.	-20 Damage taken, +1 Might, +25-31 Energy Damage, +12-15 Touch Damage, -50% Fire Damage taken, lasting 36 seconds.	160	27

LAVA FISSURE

Molten rock erupts from the ground. Can build molten rock bridges.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	9-11 Energy Damage over a 5 foot radius	25	5
2	1 pt.	15-18 Energy Damage over a 5.5 foot radius	30	7
3	1 pt.	25-31 Energy Damage over a 6 foot radius	35	9
4	1 pt.	50-63 Energy Damage over a 6.5 foot radius	40	11
5	1 pt.	80-100 Energy Damage over a 7 foot radius	45	13

LAVA RIFT (UPGRADE OF LAVA FISSURE)

Improves Lava Fissure. This ability unlocks once Lava Fissure has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	80-100 Energy Damage over a 7.5 foot radius, launches enemies upward	55	20
2	1 pt.	100-125 Energy Damage over an 8 foot radius, launches enemies upward	60	22
3	1 pt.	125-150 Energy Damage over an 8.5 foot radius, launches enemies upward	65	24
4	1 pt.	150-165 Energy Damage over a 9 foot radius, launches enemies upward	70	26
5	1 pt.	175-215 Energy Damage over a 9.5 foot radius, launches enemies upward	75	28

LEGEND RIFT (UPGRADE OF LAVA RIFT)

Improves Lava Fissure. This ability unlocks once Lava Rift has reached Rank 5 and Magma has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	200-250 Energy Damage over a 10 foot radius, launches enemies upward	85	30

MAGMA FORM (UPGRADE OF FIERY FORM)

Improves Fiery Form. This ability unlocks once Fiery Form has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-13 Damage taken, +1 Might, +4-5 Energy Damage and -50% Fire Damage taken for 20 seconds	100	14
2	1 pt.	-16 Damage taken, +1 Might, +6-8 Energy Damage and -50% Fire Damage taken for 22 seconds	110	16
3	1 pt.	-20 Damage taken, +1 Might, +9-11 Energy Damage and -50% Fire Damage taken for 24 seconds	120	18

VOLCANO

Xtreme attack—A volcano erupts and rains out rocks.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks VOLCANO	—	15

OTHER POWERS/ABILITIES

BURNING RAGE

Adds fire damage to melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Energy Damage and 3 Destruction	3
2	1 pt.	+9-11 Energy Damage and 3 Destruction	5
3	1 pt.	+15-18 Energy Damage and 4 Destruction	9

LAVA TRACKS

Allows use of lava skating for a short distance, damages enemies.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	9-11 Energy Damage and 40 Knockback for 10 feet	10, 10 per foot	2
2	1 pt.	15-18 Energy Damage and 120 Knockback for 20 feet	15, 10 per foot	7
3	1 pt.	25-31 Energy Damage and 190 Knockback for 30 feet	20, 10 per foot	12
4	1 pt.	50-63 Energy Damage and 245 Knockback for 40 feet	25, 10 per foot	17
5	1 pt.	80-100 Energy Damage and 305 Knockback, no distance restrictions	30, 10 per foot	22

TOUGHNESS

Increases Maximum Health

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

ERUPTING RAGE (UPGRADE OF BURNING RAGE)

Improves Burning Rage. This ability unlocks once Burning Rage is at Rank 3.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+25-31 Energy Damage and 4 Destruction	12
2	1 pt.	+50-63 Energy Damage and 5 Destruction	15
3	1 pt.	+80-100 Energy Damage and 5 Destruction	18

MAGMA MIGHT

Increases lifting strength and damage of melee attacks while in Magma Form

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+5% Damage, +3 Destruction and can lift Heavy Objects	4
2	1 pt.	+10% Damage, +6 Destruction and can lift Massive Objects	9
3	1 pt.	+15% Damage, +8 Destruction and can lift Gigantic Objects	14

MUTANT MASTERY

Increases Maximum Energy

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

ICEMAN™

REAL NAME: BOBBY DRAKE

Hailing from a small town on Long Island, New York, Bobby Drake was much like any other youth—boisterous and mischievous. Then one night he was forced to use his ice-making ability to protect a friend from assailants. Bystanders were so shocked and outraged at Bobby's display of mutant power that they formed a mob. Luckily Bobby escaped unharmed and was able to join the X-Men.

Gifted with the ability to cool his surroundings to subzero temperatures, Bobby can transform his body into solid ice—making his codename "Iceman" a natural. Able to generate ice in any form, he can create ice missiles, make ice shields, and even form ice slides which allow him to move faster than he could running at full speed.

LEVELING TIPS

Iceman is a blaster at heart, but he has the ability to be a decent scrapper when finely tuned. Using Iceman effectively means finding a balance between blaster and scrapper. This allows him to freeze and slow enemies at a distance, then rush in to finish them off with powerful punches. His primary attribute is Focus, since he needs plenty of energy to fuel his ice attacks. Strike and Agility are second. Ice Armor can make up for a weak defense, but it's best to keep the two stats even or within a few points of each other. Body can be fairly low in comparison, since he focuses on long-range attacks and at close-range most of his opponents are encased in a block of ice.

Freeze Blast is a great power, but it doesn't cause damage. Ice Shards doesn't really become effective until it has been upgraded repeatedly. Thus Iceman is initially weak offensively and acts as more of a support character. Focus on Freeze Blast and Ice Armor, then pump points into Cold Smash and Critical Strike to increase his offensive powers. Once Iceman dips into Ice Forge and Deep Freeze, he proves to be as effective on the battlefield as Cyclops or Storm.

MUTANT POWERS

FREEZE BLAST

Blast of ice that slows enemies, higher levels will freeze them. Can build ice bridges and alter environment.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	65% slow for 4 seconds	10	1
2	1 pt.	55% slow for 5 seconds	15	3
3	1 pt.	45% slow for 6 seconds	20	5
4	1 pt.	35% slow for 7 seconds	25	7
5	1 pt.	25% slow for 8 seconds	30	9

DEEP FREEZE (UPGRADE OF FREEZE BLAST)

Improves Freeze Blast. This ability unlocks once Freeze Blast has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	4 second freeze and 4 second 30% slow	40	15
2	1 pt.	5 second freeze and 4 second 30% slow	45	17
3	1 pt.	5 second freeze and 5 second 30% slow	50	19
4	1 pt.	6 second freeze and 5 second 30% slow	55	21
5	1 pt.	6 second freeze and 6 second 30% slow	60	23

LEGEND FREEZE (UPGRADE OF DEEP FREEZE)

Improves Freeze Blast. This ability unlocks once Deep Freeze has reached Rank 5 and Iceman has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	8 second freeze and 8 second 30% slow	70	30

ICE ARMOR

Adds ice armor bonus.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-8 Damage taken for 15 seconds	60	5
2	1 pt.	-10 Damage taken for 16 seconds	70	7
3	1 pt.	-13 Damage taken for 17 seconds	80	9

ICE FORGE (UPGRADE OF ICE EQUIPMENT)

Improves Ice Armor. This ability unlocks once Ice Equipment has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-20 Damage taken, +12-15 Energy Damage to punches, 12-15 Touch Damage, affects all allies	140	23
2	1 pt.	-30 Damage taken, +15-18 Energy Damage to punches, 15-18 Touch Damage, affects all allies	150	25
3	1 pt.	-50 Damage taken, +20-25 Energy Damage to punches, 20-25 Touch Damage, affects all allies	160	27

ICE SHARDS

Throws ice projectiles to damage enemy.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	3 Shards, 4-5 Energy Damage per shard and 1 Destruction	25	5
2	1 pt.	3 Shards, 6-8 Energy Damage per shard and 1 Destruction	30	7
3	1 pt.	3 Shards, 9-11 Energy Damage per shard and 2 Destruction	35	9
4	1 pt.	3 Shards, 12-15 Energy Damage per shard and 3 Destruction	40	11
5	1 pt.	3 Shards, 15-18 Energy Damage per shard and 3 Destruction	45	13

ICE SPIKES (UPGRADE OF ICE SHARDS)

Improves Ice Shards. This ability unlocks once Ice Shards has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	5 Spikes, 15-18 Energy Damage per shard, 4 Destruction and Piercing	55	20
2	1 pt.	5 Spikes, 20-25 Energy Damage per shard, 5 Destruction and Piercing	60	22
3	1 pt.	5 Spikes, 25-31 Energy Damage per shard, 6 Destruction and Piercing	65	24
4	1 pt.	5 Spikes, 37-45 Energy Damage per shard, 7 Destruction and Piercing	70	26
5	1 pt.	5 Spikes, 50-63 Energy Damage per shard, 8 Destruction and Peircing	75	28

LEGEND SPIKES (UPGRADE OF ICE SPIKES)

Improves Ice Shards. This ability unlocks once Ice Spikes has reached Rank 5 and Iceman has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	7 Spikes, 50-63 Energy Damage per shard, 9 Destruction and Piercing	85	30

ICE EQUIPMENT (UPGRADE OF ICE ARMOR)

Improves Ice Armor. This ability unlocks once Ice Armor has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-13 Damage taken, +4-5 Energy Damage to punches for 20 seconds, affects nearby allies	100	14
2	1 pt.	-16 Damage taken, +6-8 Energy Damage to punches for 22 seconds, affects nearby allies	110	16
3	1 pt.	-20 Damage taken, +9-11 Energy Damage to punches for 24 seconds, affects nearby allies	120	18

FREEZE FRAME

Xtreme attack—Freezing and slowing attack on multiple enemies.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks FREEZE FRAME	—	15

OTHER POWERS/ABILITIES

COLD SMASH

Adds cold damage to melee attacks

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Energy Damage, 3 Destruction	3
2	1 pt.	+9-11 Energy Damage, 3 Destruction	5
3	1 pt.	+15-18 Energy Damage, 4 Destruction	9

ICE TRACKS

Allows Iceman to use air skating

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	9-11 Energy Damage and 40 Knockback for 10 feet	10, 10 per foot	2
2	1 pt.	15-18 Energy Damage and 120 Knockback for 20 feet	15, 10 per foot	7
3	1 pt.	25-31 Energy Damage and 190 Knockback for 30 feet	20, 10 per foot	12
4	1 pt.	50-63 Energy Damage and 245 Knockback for 40 feet	25, 10 per foot	17
5	1 pt.	80-100 Energy Damage and 305 Knockback with no distance restrictions	30, 10 per foot	

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

POINT BLANK SHOT

Increases damage done by ranged attacks within 10 feet

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+10% Damage	4
2	1 pt.	+20% Damage	9
3	1 pt.	+30% Damage	14
4	1 pt.	+40% Damage	19
5	1 pt.	+50% Damage	24

COLD CRUSH (UPGRADE OF COLD SMASH)

Improves Cold Smash. This ability unlocks once Cold Smash has reached Rank 3.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	25-31 Energy Damage, 4 Destruction	12
2	1 pt.	50-63 Energy Damage, 5 Destruction	15
3	1 pt.	80-100 Energy Damage, 5 Destruction	18

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

STORM™

REAL NAME: ORORO MUNROE

Storm is descended from an ancient line of African princesses. Her mother, N'Dare, married a photojournalist and they moved to Cairo, Egypt. Then, when Storm was five, a bomb blast killed her parents and left her trapped beneath the rubble of their home. Orphaned, Storm met up with a master thief Achmed el-Gibar who trained her to become a pickpocket. She at one time had even attempted to pick the pocket of Professor Xavier.

Some years later Xavier met Ororo where she was living on the Serengeti Plain. She was being worshipped as a goddess by several tribes because of her ability to control the weather. Xavier was able to persuade her to join the X-Men where she was given the codename Storm.

Ororo's mutant power allows her to generate lightning, rain, and fog. Her ability to control the wind allows her to fly. Her one weakness, though is sever claustrophobia due to the time she spent under the wreckage of her parent's destroyed home.

LEVELING TIPS

Storm is a powerful blaster with devastating attacks that affect an area rather than a single enemy, making Focus her primary attribute. A tough battle chews through her energy quickly, so she needs plenty of it and fast recharge rate. Strike is nearly worthless for her, but some of her abilities do allow her to pack a serious punch. Put the most points into Focus and about three-fourths as many points into Agility so she's well protected. Body should be around half the amount of Focus. Forget Strike and put the points elsewhere.

Boosting Lightning Strike is the main priority, but don't ignore Whirlwind. It has certain object-moving attributes that make it handy in some missions. Storm Shield is an excellent defensive skill in multiplayer, but it isn't nearly as useful in a solo game. Assign some points to Flight; it's an expensive skill to use until it's at Rank 4. Leadership is also a fantastic ability for her to have. The extra damage caused on combo attacks can have a huge effect on battles, especially when facing a tough boss. Also buy into Mutant Mastery early on to increase her energy pool and Toughness late in the game to keep her safe against the game's most challenging enemies.

MUTANT POWERS

LIGHTNING STRIKE

Casts a lightning bolt down on an enemy. Can be used to weld.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	9-11 Energy Damage and 1 Destruction	10	1
2	1 pt.	15-18 Energy Damage and 1 Destruction	15	3
3	1 pt.	25-31 Energy Damage and 2 Destruction	20	5
4	1 pt.	50-63 Energy Damage and 2 Destruction	25	7
5	1 pt.	80-100 Energy Damage and 3 Destruction	30	9

CHAIN LIGHTNING (UPGRADE OF LIGHTNING STRIKE)

Improves Lightning Strike. This ability unlocks once Lightning Strike has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	100-125 Energy Damage and 4 Destruction	40	15
2	1 pt.	125-150 Energy Damage and 5 Destruction	45	17
3	1 pt.	150-165 Energy Damage and 6 Destruction	50	19
4	1 pt.	175-215 Energy Damage and 7 Destruction	55	21
5	1 pt.	200-250 Energy Damage and 8 Destruction	60	23

LEGEND LIGHTNING (UPGRADE OF CHAIN LIGHTNING)

Improves Lightning Strike. This ability unlocks once Chain Lightning has reached Rank 5 and Storm has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	250-310 Energy Damage and 10 Destruction	70	30

STORM SHIELD

Creates a protective vortex from physical attacks

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-8 Damage taken for 15 seconds	60	5
2	1 pt.	-10 Damage taken for 16 seconds	70	7
3	1 pt.	-13 Damage taken for 17 seconds	80	9

BLIZZARD SHIELD (UPGRADE OF HAIL SHIELD)

Improves Storm Shield. This ability is unlocked once Hail Shield has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-20 Damage taken and 15-18 Touch Damage for 28 seconds, affects all allies	140	23
2	1 pt.	-30 Damage taken and 20-25 Touch Damage for 32 seconds, affects all allies	150	25
3	1 pt.	-50 Damage taken and 25-31 Touch Damage for 36 seconds, affects all allies	160	27

WHIRLWIND

Creates a powerful wind vortex, lifting and throwing objects and enemies about.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Lifts small objects, 1-2 damage per second for 1 second	25	5
2	1 pt.	Lifts small objects, 1-2 damage per second for 1.5 seconds	30	7
3	1 pt.	Lifts small objects, 2-4 damage per second for 2 seconds	35	9
4	1 pt.	Lifts small objects, 2-4 damage per second for 2.5 seconds	40	11
5	1 pt.	Lifts small objects, 4-5 damage per second for 3 seconds	45	13

TORNADO (UPGRADE OF WHIRLWIND)

Improves Whirlwind. This ability unlocks once Whirlwind has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Lifts medium objects, 6-8 damage per second for 3.5 seconds	55	20
2	1 pt.	Lifts medium objects, 9-11 damage per second for 4 seconds	60	22
3	1 pt.	Lifts medium objects, 15-18 damage per second for 4.5 seconds	65	24
4	1 pt.	Lifts medium objects, 25-31 damage per second for 5 seconds	70	26
5	1 pt.	Lifts medium objects, 50-63 damage per second for 6 seconds	75	28

LEGEND VORTEX (UPGRADE OF TORNADO)

Improves Whirlwind. This ability unlocks once Tornado has reached Rank 5 and Storm has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Lifts large objects, 100-125 damage per second for 8 seconds	85	30

HAIL SHIELD (UPGRADE OF STORM SHIELD)

Improves Storm Shield. This ability is unlocked once Strom Shield has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-13 Damage taken and 4-5 Touch Damage for 20 seconds, affects nearby allies	100	14
2	1 pt.	-16 Damage taken and 6-8 Touch Damage for 22 seconds, affects nearby allies	110	16
3	1 pt.	-20 Damage taken and 9-11 Touch Damage for 24 seconds, affects nearby allies	120	18

CYCLONE FURY

Xtreme attack—Wind and lightning attack

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks CYCLONE FURY	—	15

OTHER POWERS/ABILITIES

LIGHTNING FURY

Adds lightning damage to melee attacks

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Energy Damage and 3 Destruction	3
2	1 pt.	+9-11 Energy Damage and 3 Destruction	5
3	1 pt.	+15-18 Energy Damage and 4 Destruction	9

TOUGHNESS

Increases Maximum Health

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

FLIGHT

Allows flying and improves mastery over it

RANK	COST	EFFECTS	LEVEL
1	1 pt.	40 Energy per second	1
2	1 pt.	30 Energy per secon.	1
3	1 pt.	20 Energy per second, allows flight pickup	1
4	1 pt.	10 Energy per second, allows flight pickup	1
5	1 pt.	5 Energy per second, allows flight pickup	1

LEADERSHIP

Damage and combo experience bonus to any combo done while the hero is on the team.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+25% damage, +5% combo experience.	4
2	1 pt.	+50% damage, +10% combo experience.	9
3	1 pt.	+75% damage, +15% combo experience.	14
4	1 pt.	+100% damage, +20% combo experience.	19
5	1 pt.	+150% damage, +25% combo experience.	24

LIGHTNING RAGE (UPGRADE OF LIGHTNING FURY)

Improves Lightning Fury. This ability unlocks once Lightning Fury has reached Rank 3.

RANK	COST	EFFECTS	EVEL
1	1 pt.	25-31 Energy Damage and 4 Destruction	12
2	1 pt.	50-63 Energy Damage and 5 Destruction	15
3	1 pt.	80-100 Energy Damage and 5 Destruction	18

MUTANT MASTERY

Increases Maximum Energy

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

ROGUE™

REAL NAME: UNKNOWN

Rogue is from a small town along the banks of the Mississippi River in the Deep South, as her thick accent will attest to. It was a good and peaceful life, but that was all to vanish when her mutant powers became active and she nearly killed a boy after kissing him. Confused and frightened, Rogue ran away from home and was befriended by Mystique, who brought her to the Brotherhood of Mutants. There she met Magneto and the two fell in love. But eventually Rogue realized that the Brotherhood's message of hatred and violence was wrong, and she joined the X-Men. She still harbors great resentment towards Mystique for lying to her, but she also holds a special fondness towards Magneto. But her current love, Gambit, is more than enough to keep her mind off her Brotherhood memories.

Rogue's mutant talent is also her curse: should her skin come into contact with any mutant or human she will absorb their memories, and abilities. Should she remain in contact with anyone too long, she will absorb their life force and kill them. Because of this, she is forced to wear gloves and is destined to never feel the touch of another.

LEVELING TIPS

Rogue is a powerhouse melee fighter with devastating attacks and a rock solid defense. Her primary attribute is Strike with Agility a close second. These two attributes provide her with devastating punches and allow her to go toe-to-toe with the fiercest brawlers. Body is also important to her, but can be several points below her Agility without handicapping her. Focus isn't nearly as important, since she relies heavily on brute strength in most situations. Look to bump it up between 10 and 15, but no further.

Strengthen Rogue's fighting skills with Grappling, Might, and Critical Strike, then throw some points into Toughness. It's good to build up Southern Strike and Bullet Proof initially, and put some points into Ability Drain later since it provides a good temporary attack power buff. Don't bank on Ability Drain alone. It isn't as effective as Southern Strike and the stun effect won't work against the toughest enemies. Don't forget to put a few points into Flight as well. You never know when it will come in handy.

MUTANT POWERS

SOUTHERN STRIKE

Mutant powered smash punch

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	15-18 Damage, 40 Knockback	10	1
2	1 pt.	25-31 Damage, 120 Knockback	15	3
3	1 pt.	50-63 Damage, 190 Knockback	20	5
4	1 pt.	80-100 Damage, 245 Knockback	25	7
5	1 pt.	100-125 Damage, 305 Knockback	30	9

SOUTHERN SMASH (UPGRADE OF SOUTHERN STRIKE)

Improves Southern Strike. This ability unlocks once Southern Strike is at Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	150-165 Damage and 305 Knockback	40	15
2	1 pt.	175-215 Damage and 370 Knockback	45	17
3	1 pt.	200-250 Damage and 430 Knockback	50	19
4	1 pt.	250-310 Damage and 500 Knockback	55	21
5	1 pt.	300-375 Damage and 555 Knockback	60	23

SOUTHERN LEGEND (UPGRADE OF SOUTHERN SMASH)

Improves Southern Strike. This ability unlocks once Southern Smash has reached Rank 5 and Rogue has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	450-550 Damage and 620 Knockback	70	30

BULLET PROOF

Boosts defenses and resistances

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-5 Physical Damage taken and -30% Pain for 15 seconds	60	5
2	1 pt.	-8 Physical Damage taken and -60% Pain for 16 seconds	70	7
3	1 pt.	-10 Physical Damage taken and -60% Pain for 17 seconds	80	9

INVULNERABILITY (UPGRADE OF IRON MAIDEN)

Improves Bullet Proof. This ability unlocks once Iron Maiden has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-16 Physical and -10 Beam Damage taken, -60% Pain, -100% Knockback and 10% chance to deflect Physical Damage for 28 seconds	140	23
2	1 pt.	-20 Physical and -13 Beam Damage taken, -100% Pain, -100% Knockback and 25% chance to deflect Physical Damage for 32 seconds	150	25
3	1 pt.	-30 Physical and -16 Beam Damage taken, -100% Pain, -100% Knockback and 40% chance to deflect Physical Damage for 36 seconds	160	27

ABILITY DRAIN

Stun attack that steals powers from victim. If no victim nearby, Rogue will taunt.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	4-5 Damage, 10 second stun, steals basic attack power, Damage Level 1	25	5
2	1 pt.	9-11 Damage, 15 second stun, steals basic attack power, Damage Level 2	30	7
3	1 pt.	15-18 Damage, 17 second stun, steals basic attack power, Damage Level 3	35	9
4	1 pt.	25-31 Damage, 19 second stun, steals basic attack power, Damage Level 4	40	11
5	1 pt.	50-63 Damage, 21 second stun, steals basic attack power, Damage Level 5	45	13

ABILITY SAP (UPGRADE OF ABILITY DRAIN)

Improves Ability Drain. This ability unlocks once Ability Drain has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts	80-100 Damage, 25 second stun, steals heavy attack power, Damage Level 5	55	20
2	1 pt.	100-125 Damage, 28 second stun, steals heavy attack power, Damage Level 6	60	22
3	1 pt.	125-150 Damage, 30 second stun, steals heavy attack power, Damage Level 7	65	24
4	1 pt.	150-165 Damage, 32 second stun, steals heavy attack power, Damage Level 8	70	26
5	1 pt.	175-215 Damage, 34 second stun, steals heavy attack power, Damage Level 9	75	28

CONSUME ABILITY (UPGRADE OF ABILITY SAP)

Improves Ability Drain. This ability unlocks once Ability Sap has reached Rank 5 and Rogue has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	200-250 Damage, 45 second stun, steals heavy attack power, Damage Level 10	85	30

IRON MAIDEN (UPGRADE OF BULLET PROOF)

Improves Bullet Proof. This ability unlocks once Bullet Proof has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-10 Physical and -5 Beam Damage taken, -60% Pain, -100% Knockback for 20 seconds	100	14
2	1 pt.	-13 Physical and -8 Beam Damage taken, -60% Pain, -100% Knockback for 22 seconds	110	16
3	1 pt.	-16 Physical and -10 Beam Damage taken, -60% Pain, -100% Knockback for 24 seconds	120	

ENERGY DRAIN

Xtreme attack—Saps energy from all enemies, stuns them, and prevents them from using their powers for a time.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks ENERGY DRAIN	—	15

OTHER POWERS/ABILITIES

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

FLIGHT

Allows flying and improves mastery over it.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	40 Energy per second	1
2	1 pt.	30 Energy per second	1
3	1 pt.	20 Energy per second, allows flight pickup	1
4	1 pt.	10 Energy per second, allows flight pickup	1
5	1 pt.	5 Energy per second, allows flight pickup	1

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

GRAPPLING

Improves Strike and reflects damage from punches and kicks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2 Strike, reflects 4-5 Punch and Kick Damage	1
2	1 pt.	+4 Strike, reflects 9-11 Punch and Kick Damage	1
3	1 pt.	+6 Strike, reflects 15-18 Punch and Kick Damage	1
4	1 pt.	+8 Strike, reflects 25-31 Punch and Kick Damage	1
5	1 pt.	+10 Strike, reflects 50-63 Punch and Kick Damage	1

MIGHT

Increases lifting strength, Damage of melee attacks, and Damage level of melee attacks.

RANK	COST	EFFECTS	LEVEL
1	—	+5% Damage, +3 Destruction and can lift heavy objects	1
2	1 pt.	+10% Damage, +6 Destruction and can lift massive objects	1
3	1 pt.	+15% Damage, +8 Destruction and can lift gigantic objects	1

MARVEL GIRL™

REAL NAME: JEAN GREY

Being mildly telepathic as a child, Jean Grey first met Professor Xavier in hopes he could correct problems she experienced in dealing with her mutant talents. Later on, in her teenage years, she joined Xavier's group and became the fifth X-Man. She was initially given the code-name Marvel Girl, but that title is rarely used anymore. Wolverine will occasionally refer to her as "Red" because of her bright red hair.

Jean Grey is a very gifted mutant, possessing both telepathic and telekinetic abilities. She is one of the few mutants strong enough to operate Cerebro, the mutant detection system designed by Professor Xavier. Her powers continue to grow and she fears not being able to control them—for in times of extreme duress, they can overwhelm her. And when that happens she becomes a malevolent entity known as "The Phoenix". It has only happened a handful of times, and the X-Men have always corrected the situation. But the fear of it is never far from Jean's mind.

LEVELING TIPS

Jean is one of the best blasters due to powerful psionic attacks, so Focus is her primary attribute. She needs energy and plenty of it. Agility is also important to her and should have at least half to two-thirds as many points as Focus. Body is the third concern. Boost it to between 15 and 20 eventually. Strike is a waste, except when faced with opponents that are resistant to psionic attacks. In such cases it's best to rely on her teammates rather than her fists.

Telekinesis is a decent power, but Psychic Shout is devastating once it reaches the Psychic Scream level. Complement it with Telekinetic Combat and Jean can wipe out entire groups of enemies with a single strike. Max out Mutant Mastery so she has a large energy pool from which to draw. Put some points into Flight right away and eventually raise it to at least the third rank. Powers such as Critical Strike and Psionic Strike can be ignored until all other abilities are complete. In multiplayer games, pick up Telekinetic Shield and she'll be invaluable to the party.

MUTANT POWERS

TELEKINESIS

Uses telekinesis to throw enemies and objects about.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	No damage, affects light objects	10, 20 per second	1
2	1 pt.	4-5 Mental Damage, affects light objects	15, 19 per second	3
3	1 pt.	9-11 Mental Damage, affects light objects	20, 18 per second	5
4	1 pt.	15-18 Mental Damage, affects light objects	25, 17 per second	7
5	1 pt.	25-31 Mental Damage, affects light objects	30, 16 per second	9

TELEKINETIC MASTERY (UPGRADE OF TELEKINESIS)

Improves Telekinesis. This ability is unlocked once Telekinesis has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	25-31 Mental Damage, affects large objects	40, 15 per second	15
2	1 pt.	50-63 Mental Damage, affects large objects	45, 14 per second	17
3	1 pt.	80-100 Mental Damage, affects large objects	50, 13 per second	19
4	1 pt.	100-125 Mental Damage, affects large objects	55, 12 per second	21
5	1 pt.	125-150 Mental Damage, affects large objects	60, 11 per second	23

TELEKINETIC LEGEND (UPGRADE OF TELEKINETIC MASTERY)

Improves Telekinesis. This ability is unlocked once Telekinetic Mastery has reached Rank 5 and Jean Grey has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	200-250 Mental Damage, affects huge objects	70, 10 per second	30

TELEKINETIC SHIELD

Creates a psychic field of protection.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-10 Damage for 15 seconds	60	5
2	1 pt.	-13 Damage for 16 seconds	70	7
3	1 pt.	-13 Damage for 17 seconds	80	9

TELEKINETIC ARMOR (UPGRADE OF TELEKINETIC SHELL)

Improves Telekinetic Shield. This ability unlocks once Telekinetic Shell has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-20 Damage for 28 seconds, affects all allies	140	23
2	1 pt.	-30 Damage for 32 seconds, affects all allies	150	25
3	1 pt.	-50 Damage for 36 seconds, affects all allies	160	27

PSYCHIC SHOUT

Radial mental attack crippling and slowing enemies while damaging them

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	4-5 Mental Damage, -1 Strike, over 10 feet for 3 seconds	25	5
2	1 pt.	9-11 Mental Damage, -1 Strike, -1 Agility, 10 foot range for 4 seconds	30	7
3	1 pt.	15-18 Mental Damage, -2 Strike, -1 Agility, 10 foot range for 4 seconds	35	9
4	1 pt.	25-31 Mental Damage, -2 Strike, -2 Agility, 10 foot range for 5 seconds	40	11
5	1 pt.	50-63 Mental Damage, -3 Strike, -2 Agility, 10 foot range for 5 seconds	45	13

PSYCHIC SCREAM (UPGRADE OF PSYCHIC SHOUT)

Improves Psychic Shout. This ability unlocks once Psychic Shout has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	80-100 Mental Damage, -3 Strike, -3 Agility, 20 foot range for 6 seconds	55	20
2	1 pt.	100-125 Mental Damage, -4 Strike, -3 Agility, 20 foot range for 6 seconds	60	22
3	1 pt.	125-150 Mental Damage, -4 Strike, -4 Agility, 20 foot range for 7 seconds	65	24
4	1 pt.	150-165 Mental Damage, -5 Strike, -4 Agility, 20 foot range for 7 seconds	70	26
5	1 pt.	175-215 Mental Damage, -5 Strike, -5 Agility, 20 foot range for 8 seconds	75	28

PSYCHIC LEGEND (UPGRADE OF PSYCHIC SCREAM)

Improves Psychic Shout. This ability unlocks once Psychic Scream has reached Rank 5 and Jean Grey has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	200-250 Mental Damage, -6 Strike, -5 Agility, 30 foot range for 10 seconds	85	30

TELEKINETIC SHELL (UPGRADE OF TELEKINETIC SHIELD)

Improves Telekinetic Shield. This ability unlocks once Telekinetic Shield has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-16 Damage for 20 seconds, affects nearby allies	100	14
2	1 pt.	-16 Damage for 22 seconds, affects nearby allies	110	16
3	1 pt.	-20 Damage for 24 seconds, affects nearby allies	120	18

PHOENIX FORCE

Xtreme attack—Force possesses Jean and unleashes a massive telekinetic attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks PHOENIX FORCE	—	15

OTHER POWERS/ABILITIES

PSIONIC STRIKE

Adds Mental Damage to melee attacks

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Mental Damage	3
2	1 pt.	+9-11 Mental Damage	5
3	1 pt.	+15-18 Mental Damage	9

TELEKINETIC COMBAT

Increases damage to all mental attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Damage	4
2	1 pt.	+15-18 Damage	9
3	1 pt.	+50-63 Damage	14
4	1 pt.	+100-125 Damage	19
5	1 pt.	+150-165 Damage	24

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

PSIONIC FURY (UPGRADE OF PSIONIC STRIKE)

Improves Psionic Strike. This ability unlocks once Psionic Strike has reached Rank 3.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+25-31 Mental Damage	12
2	1 pt.	+50-63 Mental Damage	15
3	1 pt.	+80-100 Mental Damage	18

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

FLIGHT

Allows flying and improves mastery over it.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	40 Energy per second	1
2	1 pt.	30 Energy per second	1
3	1 pt.	20 Energy per second, allows flight pickup	1
4	1 pt.	10 Energy per second, allows flight pickup	1
5	1 pt.	5 Energy per second, allows flight pickup	1

BEAST™

REAL NAME: HENRY (HANK) MCCOY

A living paradox, Henry McCoy has the body of a huge ape and the mind of a brilliant scientist. Extremely agile and strong, he earned the nickname "The Beast" as a college football superstar. When contacted by Professor Xavier to join the newly formed X-Men, Hank gladly accepted and was given the codename "Beast" in reference to his old college nickname.

Blessed with a staggering intellect, Henry McCoy has a doctorate in genetics and is considered to be a leading expert in mutations and evolutionary biology. He also enjoys working with his hands and maintains all the X-Mansion equipment, including the Danger Room, the X-Jet and the subbasement computer.

LEVELING TIPS

Beast is a powerful melee fighter with a solid defense that makes him difficult to knockout. Strike and Agility are Beast's primary attributes. Focus on Strike and keep it a few points ahead of Agility. Many of Beast's abilities provide a boost to Agility, making up the difference. Put plenty of points into Body to get up to about 20 to 25. Focus isn't important for Beast, since he can rely on brute strength and agility in most situations.

Invest in Grappling, Acrobatics, Might, and Critical Strike to beef up Beast's attack power and defense. Also dabble in Toughness and Mutant Mastery later. All of these abilities are beneficial to him. Propeller Kick tends to the better attack ability and is great for getting Beast out of sticky situations. Beastial Feats is a good way to further strengthen his defense, but can be ignored until late in the game when the enemies are at their fiercest.

MUTANT POWERS

PINBALL

Pinballs through the area at incredible speed.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	15-18 Damage	10 per roll	1
2	1 pt.	25-31 Damage	15 per roll	3
3	1 pt.	50-63 Damage	20 per roll	5
4	1 pt.	80-100 Damage	25 per roll	7
5	1 pt.	100-125 Damage	30 per roll	9

PROPELLER KICK

Spins legs around kicking any enemies within range.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	15-18 Damage over 5 feet	25	5
2	1 pt.	25-31 Damage over 6 feet	30	7
3	1 pt.	50-63 Damage over 6 feet	35	9
4	1 pt.	80-100 Damage over 7 feet	40	11
5	1 pt.	100-125 Damage over 7 feet	45	13

CANNON BALL (UPGRADE OF PINBALL)

Improves Pinball. This ability unlocks once Pinball has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	100-125 Damage, 190 Knockback	40 per roll	15
2	1 pt.	125-150 Damage, 245 Knockback	45 per roll	17
3	1 pt.	150-165 Damage, 305 Knockback	50 per roll	19
4	1 pt.	175-215 Damage, 370 Knockback	55 per roll	21

PROPELLER LASH (UPGRADE OF PROPELLER KICK)

Improves Propeller Kick. This ability unlocks once Propeller Kick has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	125-150 Damage, 190 Knockback over 8 feet	55	20
2	1 pt.	150-165 Damage, 245 Knockback over 9 feet	60	22
3	1 pt.	175-215 Damage, 305 Knockback over 9 feet	65	24
4	1 pt.	200-250 Damage, 370 Knockback over 10 feet	70	26
5	1 pt.	250-310 Damage, 430 Knockback over 10 feet	75	28

LEGEND BALL (UPGRADE OF CANNON BALL)

Improves Pinball. This ability unlocks once Cannon Ball has reached Rank 5 and Beast has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	300-375 Damage, 500 Knockback	70 per roll	30

LEGEND PROPELLER (UPGRADE OF PROPELLER LASH)

Improves Propeller Kick. This ability unlocks once Propeller Lash has reached Rank 5 and Beast has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	300-375 Damage, 620 Knockback over 11 feet	85	30

BEASTIAL FEATS

Mentally focuses body and mind to react to anything.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-5 Physical Damage for 15 seconds	60	5
2	1 pt.	-8 Physical Damage for 16 seconds	70	7
3	1 pt.	-10 Physical Damage for 17 seconds	80	9

BEASTIAL INSTINCT (UPGRADE OF BEASTIAL FEATS)

Improves Bestial Feats. This ability unlocks once Bestial Feats has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-10 Physical Damage and +2 Agility for 20 seconds	100	14
2	1 pt.	-13 Physical Damage and +4 Agility for 22 seconds	110	16
3	1 pt.	-13 Physical Damage and +6 Agility for 24 seconds	120	18

BEASTIAL SOUL (UPGRADE OF BEASTIAL INSTINCT)

Improves Bestial Feats. This ability unlocks once Bestial Instinct has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-16 Physical Damage, +8 Agility and +75% Jump for 28 seconds	140	23
2	1 pt.	-20 Physical Damage, +10 Agility and +125% Jump for 32 seconds	150	25
3	1 pt.	-20 Physical Damage, +12 Agility and +150% Jump for 36 seconds	160	27

ORBITAL BOMBARDMENT

Xtreme attack—Calls down powerful laser to attack enemies

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks ORBITAL BOMBARDMENT	—	15

OTHER POWERS/ABILITIES

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

ACROBATICS

Unlocks acrobatic moves

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2 Agility, allows double jump	1
2	1 pt.	+4 Agility, allows double jump	1
3	1 pt.	+6 Agility, allows double jump	1
4	1 pt.	+8 Agility, allows double jump	1
5	1 pt.	+10 Agility, allows double jump	1

GRAPPLING

Improves Strike and reflects damage from punches and kicks

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2 Strike, reflects 4-5 Punch and Kick Damage	1
2	1 pt.	+4 Strike, reflects 9-11 Punch and Kick Damage	1
3	1 pt.	+6 Strike, reflects 15-18 Punch and Kick Damage	1
4	1 pt.	+8 Strike, reflects 25-31 Punch and Kick Damage	1
5	1 pt.	+10 Strike, reflects 50-63 Punch or Kick Damage	

CRITICAL STRIKE

Increases chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

MIGHT

Increases lifting strength, Damage of melee attacks, and Damage level of melee attacks.

RANK	COST	EFFECTS	LEVEL
1	—	+5% Damage, +3 Destruction and can lift heavy objects	1
2	1 pt.	+10% Damage, +6 Destruction and can lift massive objects	1
3	1 pt.	+15% Damage, +8 Destruction and can lift gigantic objects	1

JUBILEE™

REAL NAME: JUBILATION LEE

Born in Beverly Hills, California, Jubilee had it all—loving parents, a wealthy lifestyle and plenty of friends. But in the span of several days, her parents lost all their money in the stock market and then lost their lives to assassins. Jubilee was taken to a juvenile hall in Los Angeles. Eventually Jubilee ran away to live in a shopping mall where she stole whatever she needed. The mall hired special mutant hunters to track her down, but fortunately Jean Grey, Storm, Dazzler, and Psylocke were there to stop them.

Jubilee's mutant power is the ability to generate bright energy from her fingertips, which she refers to as fireworks. Initially she could blind people for a short amount of time with her fireworks. But as she grew more adept she learned to control the energy and direct it to explode on any object.

LEVELING TIPS

Jubilee works best in a support role using Photo Flash and Bait to weaken enemies. She also inflicts decent damage with her ranged attack, but it's less effective than other characters's ranged attacks. Therefore, her main attribute is Focus. She needs plenty of energy to use her abilities often during long battles. It also helps to have a decent amount of Agility, so she isn't knocked out too often. Strike is a waste of points, but Body should gradually be increased to somewhere between 15 and 20 points.

Bump up Bait first and put Jubilee in her support role unless you're planning on controlling her directly and need some attack power. Begin working on Photo Flash whenever Jubilee's level restricts her from putting more points into Bait. Put plenty of points into Mutant Mastery to increase her energy pool. Building up Detonate, Accuracy, and Point Blank Shot will help to strengthen her attack powers, but her attack isn't very effective until it reaches the Energy Blast stage.

MUTANT POWERS

ENERGY BURST

Throws a charged energy globule.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	3 Globules, 4-5 Energy Damage per globule.	10	1
2	1 pt.	3 Globules, 6-8 Energy Damage per globule	15	3
3	1 pt.	3 Globules, 9-11 Energy Damage per globule	20	5
4	1 pt.	3 Globules, 12-15 Energy Damage per globule	25	7
5	1 pt.	3 Globules, 15-18 Energy Damage per globule	30	9

ENERGY BLAST (UPGRADE OF ENERGY BURST)

Improves Energy Burst. This ability unlocks once Energy Burst has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	5 Globules, 15-18 Energy Damage per globule and 120 Knockback	40	15
2	1 pt.	5 Globules, 20-25 Energy Damage per globule and 120 Knockback	45	17
3	1 pt.	5 Globules, 25-31 Energy Damage per globule and 190 Knockback	50	19
4	1 pt.	5 Globules, 37-45 Energy Damage per globule and 190 Knockback	55	21
5	1 pt.	5 Globules, 50-63 Energy Damage per globule and 245 Knockback	60	23

LEGEND BLAST (UPGRADE OF ENERGY BLAST)

Improves Energy Burst. This ability unlocks once Energy Blast has reached Rank 5 and Jubilee has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	7 Globules, 50-63 Energy Damage per globule and 370 Knockback	70	30

BAIT

Penalizes enemy's attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	Affects enemies within 10 feet, -25% Damage caused for 15 seconds	60	5
2	1 pt.	Affects enemies within 10 feet, -35% Damage caused for 16 seconds	70	7
3	1 pt.	Affects enemies within 10 feet, -45% Damage caused for 17 seconds	80	9

PEP RALLY (UPGRADE OF TAUNT)

Improves Bait. This ability unlocks once Taunt has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	Affects and Taunts enemies within 13 feet, -50% Damage caused for 28 seconds. Also provides +10% Striking and Agility to allies	140	23
2	1 pt.	Affects and Taunts enemies within 13 feet, -50% Damage caused for 32 seconds. Also provides +15% Striking and Agility to allies	150	25
3	1 pt.	Affects and Taunts enemies within 13 feet, -50% Damage caused for 36 seconds. Also provides +20% Striking and Agility to allies	160	27

PHOTO FLASH

A radial light attack that confuses enemies.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Confuses enemies for 1 to 3 seconds, short range	25	5
2	1 pt.	Confuses enemies for 2 to 4 seconds, short range	30	7
3	1 pt.	Confuses enemies for 2 to 5 seconds, short range	35	9
4	1 pt.	Confuses enemies for 2 to 6 seconds, short range	40	11
5	1 pt.	Confuses enemies for 2 to 7 seconds, short range	45	13

STROBE FLASH (UPGRADE OF PHOTO FLASH)

Improves Photo Flash. This ability unlocks once Photo Flash has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Converts enemies for 2 to 10 seconds, medium range	55	20
2	1 pt.	Converts enemies for 2 to 11 seconds, medium range	60	22
3	1 pt.	Converts enemies for 2 to 12 seconds, medium range	65	24
4	1 pt.	Converts enemies for 2 to 13 seconds, medium range	70	26
5	1 pt.	Converts enemies for 2 to 14 seconds, medium range	75	28

LEGEND FLASH (UPGRADE OF STROBE FLASH)

Improves Photo Flash. This ability unlocks once Strobe Flash has reached Rank 5 and Jubilee has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Converts enemies for 5 to 20 seconds, medium range	85	30

TAUNT (UPGRADE OF BAIT)

Improves Bait. This ability unlocks once Bait has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	Affects and Taunts enemies within 11 feet, -45% Damage caused for 20 seconds	100	14
2	1 pt.	Affects and Taunts enemies within 12 feet, -50% Damage caused for 22 seconds	110	16
3	1 pt.	Affects and Taunts enemies within 13 feet, -50% Damage caused for 24 seconds	120	18

INDEPENDENCE DAY

Xtreme Attack—Fills the sky with brilliant fireworks.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	Unlocks INDEPENDENCE DAY	—	15

OTHER POWERS/ABILITIES

DETONATE

Adds Energy to Charged Objects.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	15-18 Energy Damage and 40 Knockback over 4 feet	20	2
2	1 pt.	25-31 Energy Damage and 120 Knockback over 5 feet	20	7
3	1 pt.	50-63 Energy Damage and 190 Knockback over 6 feet	20	12
4	1 pt.	80-100 Energy Damage and 245 Knockback over 7 feet	20	17
5	1 pt.	100-125 Energy Damage and 305 Knockback over 8 feet	20	22

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

ACCURACY

Increase chance of criticals for ranged attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	1
3	1 pt.	+6% Chance	1
4	1 pt.	+8% Chance	1
5	1 pt.	+10% Chance	1

POINT BLANK SHOT

Increases damage done by ranged attacks within 10 feet.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+10% Damage	4
2	1 pt.	+20% Damage	9
3	1 pt.	+30% Damage	14
4	1 pt.	+40% Damage	19
5	1 pt.	+50% Damage	24

NIGHTCRAWLER™

REAL NAME: KURT WAGNER

Though he looks like a demon, the soft-spoken Nightcrawler is devoutly religious. He grew up as a member of a traveling circus where he was safe because his thousands of admirers assumed his devilish looks were merely a costume. But once it was discovered that he truly was a mutant with a tail and pointed ears, the villagers of a town attempted to kill him. Had Professor Xavier not intervened, Kurt most surely would have died.

Although gifted with amazing agility that was honed by years with the circus, Nightcrawler's primary mutant talent is the ability to teleport; vanishing from one spot and reappearing instantly in another. The only drawback is that he must see the area he is teleporting to; otherwise he could materialize in a solid object.

LEVELING TIPS

Nightcrawler is a tricky character to figure out. He's not a particularly gifted fighter, but he isn't a support character either. Instead he relies heavily on a powerful defense, stealth and the ability to teleport into otherwise unreachable areas. Because of this, a careful balance between Strike, Agility, and Focus is important. Keep the three attributes nearly equal with Agility just slightly below the others since Nightcrawler has so many abilities that add to it. Body isn't nearly as important since Nightcrawler has such a powerful defense, especially when using Shadow Blend. Keep it between 15 and 20 points late in the game.

Buy into Shadow Arts to strengthen Nightcrawler's defense. Also put enough points into Teleport Leap to get Teleport Strike. That allows him to transport other characters with him when he passes through walls or over treacherous terrain. Teleport Flurry tends to be the better attack power, since Teleport Leap is unpredictable in large groups. Complement it with Sucker Punch and Mutant Mastery. Put points into Acrobatics for the Agility boost and double jump. Don't bother building up Leap of Faith if you plan on controlling Nightcrawler directly. It's a good ability at full power, but it only works when the computer controls him.

MUTANT POWERS

TELEPORT LEAP

Teleport ahead for a distance. If an enemy is ahead, teleport behind him and strike.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	4-5 Physical Damage, 15 foot range	10	1
2	1 pt.	6-8 Physical Damage, 18 foot range	15	3
3	1 pt.	9-11 Physical Damage, 22 foot range	20	5
4	1 pt.	12-15 Physical Damage, 26 foot range	25	7
5	1 pt.	15-18 Physical Damage, 30 foot range	30	9

TELEPORT FLURRY

Teleport around an area, hitting enemies, then teleport back to start position.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	2 attacks of 4-5 Physical Damage, 14 foot range	40, 5 per attack	5
2	1 pt.	2 attacks of 9-11 Physical Damage, 16 foot range	50, 5 per attack	7
3	1 pt.	3 attacks of 15-18 Physical Damage, 18 foot range	60, 5 per attack	9
4	1 pt.	3 attacks of 25-31 Physical Damage, 20 foot range	70, 5 per attack	11
5	1 pt.	4 attacks of 50-63 Physical Damage, 22 foot range	80, 5 per attack	13

TELEPORT STRIKE (UPGRADE OF TELEPORT LEAP)

Improves Teleport Leap. This ability unlocks once Teleport Leap has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	20-25 Physical Damage, 34 foot range, can teleport allies	40	15
2	1 pt.	25-31 Physical Damage, 34 foot range, can teleport allies	45	17
3	1 pt.	50-63 Physical Damage, 42 foot range, can teleport allies	50	19
4	1 pt.	80-100 Physical Damage, 45 foot range, can teleport allies	55	21
5	1 pt.	100-125 Physical Damage, 48 foot range, can teleport allies	60	23

TELEPORT FRENZY (UPGRADE OF TELEPORT FLURRY)

Improves Teleport Fury. This ability unlocks once Teleport Flurry has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	5 attacks of 50-63 Physical Damage, 24 foot range	90, 5 per attack	20
2	1 pt.	5 attacks of 65-80 Physical Damage, 26 foot range	100, 5 per attack	22
3	1 pt.	6 attacks of 80-100 Physical Damage, 28 foot range	110, 5 per attack	24
4	1 pt.	6 attacks of 90-110 Physical Damage, 30 foot range	120, 5 per attack	26
5	1 pt.	7 attacks of 100-125 Physical Damage, 30 foot range	130, 5 per attack	28

LEGEND STRIKE (UPGRADE OF TELEPORT STRIKE)

Improves Teleport Leap. This ability unlocks once Teleport Strike has reached Rank 5 and Nightcrawler has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	150-165 Physical Damage, 50 foot range, can teleport allies	70	30

LEGEND FRENZY (UPGRADE OF TELEPORT FRENZY)

Improves Teleport Fury. This ability unlocks once Teleport Frenzy has reached Rank 5 and Nightcrawler has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	8 attacks of 110-135 Physical Damage, 30 foot range	140, 5 per attack	30

SHADOW BLEND

Becomes nearly invisible making it hard for enemies to target him.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-5 Damage taken and +2 Agility for 15 seconds	60	5
2	1 pt.	-8 Damage taken and +3 Agility for 16 seconds	70	7
3	1 pt.	-10 Damage taken and +4 Agility for 17 seconds	80	9

SHADOW ARTS (UPGRADE OF SHADOW BLEND)

Improves Shadow Blend. This ability unlocks once Shadow Blend has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-13 Damage taken and +6 Agility for 20 seconds	100	14
2	1 pt.	-16 Damage taken and +7 Agility for 22 seconds	110	16
3	1 pt.	-20 Damage taken and +8 Agility for 24 seconds	120	18

SHADOW MASTERY (UPGRADE OF SHADOW ARTS)

Improves Shadow Blend. This ability unlocks once Shadow Arts has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-30 Damage taken and +10 Agility for 28 seconds	140	23
2	1 pt.	-50 Damage taken and +11 Agility for 32 seconds	150	25
3	1 pt.	-80 Damage taken and +12 Agility for 36 seconds	160	27

BLINDSIDE BLITZ

Xtreme Attack—Unrelenting teleport attack frenzy.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks BLINDSIDE BLITZ	—	15

OTHER POWERS/ABILITIES

LEAP OF FAITH

Chance that Nightcrawler will rescue friends from death as they die within range (once per minute). Does not occur while player controls Nightcrawler.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	25% chance within 10 feet	3
2	1 pt.	50% chance within 15 feet	8
3	1 pt.	75% chance within 30 feet	13
4	1 pt.	80% chance within 45 feet	18
5	1 pt.	100% chance within 60 feet	23

SUCKER PUNCH

Bonus to Critical Chance if executing a teleport attack.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	3% Bonus	4
2	1 pt.	6% Bonus	9
3	1 pt.	9% Bonus	14
4	1 pt.	12% Bonus	19
5	1 pt.	15% Bonus	24

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

ACROBATICS

Improves Agility and unlocks the double jump.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2 Agility, allows double jump	1
2	1 pt.	+4 Agility, allows double jump	1
3	1 pt.	+6 Agility, allows double jump	1
4	1 pt.	+8 Agility, allows double jump	1
5	1 pt.	+10 Agility, allows double jump	1

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

GAMBIT™

REAL NAME: REMY LEBEAU

Born on the streets of New Orleans, Louisiana, Remy was a homeless orphan when he was adopted by Luc LeBeau, leader of the Thieves Guild. Remy LeBeau proved to be an adept student—he soon learned to be every bit the master thief his stepfather was. Eventually though, Gambit turned his back on his old life of crime—for the most part. From time to time he still enjoys stealing from other thieves.

His mutant powers allow him to charge objects with kinetic energy generated by his body. Perhaps in reference to his gambling ways, Remy's trademark weapon is a deck of charged playing cards that explode on contact. He also uses a staff in battle, a weapon favored by his stepfather.

LEVELING TIPS

Gambit's staff attack is quite powerful, but he's not really a close-range fighter. It's best to concentrate on raising Focus and allow him to attack at a distance with his powers rather than his fists. His secondary stat is Agility with Body a close third. Also put a few points into Strike, but not much. With the melee damage bonus provided by Kinetic Strike and Kinetic Boost he can mix it up when there's no other option available.

Invest points into Staff Slam right away. It's an affordable ability and considerably more effective than Charged Card at lower ranks. Also put some points into Staff Master and Mutant Mastery. Once Staff Master is maxed out, Gambit inflicts devastating amounts of damage to large groups of enemies with a single strike. In the meantime, build up Kinetic Boost. Once it reaches the Kinetic Fury state it begins to affect Gambit's allies, which can make X-Men like Colossus and Wolverine absolutely unstoppable.

MUTANT POWERS

CHARGED CARD

Throws kinetically charged cards. Can also destroy objects with touch.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	3 Cards, 4-5 Energy Damage per card and 1 Destruction	10	1
2	1 pt.	3 Cards, 6-8 Energy Damage per card and 1 Destruction	15	3
3	1 pt.	3 Cards, 9-11 Energy Damage per card and 2 Destruction	20	5
4	1 pt.	3 Cards, 12-15 Energy Damage per card and 2 Destruction	25	7
5	1 pt.	3 Cards, 15-18 Energy Damage per card and 3 Destruction	30	9

CHARGED SHUFFLE (UPGRADE OF CHARGED CARD)

Improves Charged Card. This ability unlocks once Charged Card has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	5 Cards, 15-18 Energy Damage per card, 4 Destruction and 120 Knockback	40	15
2	1 pt.	5 Cards, 20-25 Energy Damage per card, 5 Destruction and 120 Knockback	45	17
3	1 pt.	5 Cards, 25-31 Energy Damage per card, 6 Destruction and 190 Knockback	50	19
4	1 pt.	5 Cards, 37-45 Energy Damage per card, 7 Destruction and 190 Knockback	55	21
5	1 pt.	5 Cards, 50-63 Energy Damage per card, 8 Destruction and 245 Knockback	60	23

CARD LEGEND (UPGRADE OF CHARGED SHUFFLE)

Improves Charged Card. This ability unlocks once Charged Shuffle has reached Rank 5 and Gambit has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	7 Cards, 50-63 Energy Damage per card, 9 Destruction and 305 Knockback	70	30

KINETIC BOOST

Gives damage bonus for a time.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	+4-5 Energy Damage to physical attacks for 15 seconds	60	5
2	1 pt.	+6-8 Energy Damage to physical attacks for 16 seconds	70	7
3	1 pt.	+9-11 Energy Damage to physical attacks for 17 seconds	80	9

KINETIC MASTERY (UPGRADE OF KINETIC AMPLIFICATION)

Improves Kinetic Boost. This ability unlocks once Kinetic Amplification has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	+25-31 Energy Damage to physical attacks and +25% Movement speed for 28 seconds, affects all teammates	140	23
2	1 pt.	+37-45 Energy Damage to physical attacks and +25% Movement speed for 32 seconds, affects all teammates	150	25
3	1 pt.	+50-63 Energy Damage to physical attacks and +30% Movement speed for 36 seconds, affects all teammates	160	27

STAFF SLAM

A powerful staff attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	4-5 Energy Damage, 1 Destruction, 120 Knockback over 5 feet	25	5
2	1 pt.	9-11 Energy Damage, 1 Destruction, 190 Knockback over 6 feet	30	7
3	1 pt.	15-18 Energy Damage, 2 Destruction, 190 Knockback over 6 feet	35	9
4	1 pt.	25-31 Energy Damage, 2 Destruction, 245 Knockback over 7 feet	40	11
5	1 pt.	50-63 Energy Damage, 3 Destruction, 245 Knockback over 7 feet	45	13

STAFF DETONATION (UPGRADE OF STAFF SLAM)

Improves Staff Slam. This ability unlocks once Staff Slam has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	80-100 Energy Damage, 3 Destruction, 370 Knockback over 8 feet	55	20
2	1 pt.	100-125 Energy Damage, 4 Destruction, 370 Knockback over 9 feet	60	22
3	1 pt.	125-150 Energy Damage, 4 Destruction, 430 Knockback over 9 feet	65	24
4	1 pt.	150-165 Energy Damage, 5 Destruction, 430 Knockback over 10 feet	70	26
5	1 pt.	175-215 Energy Damage, 5 Destruction, 500 Knockback over 10 feet	75	28

STAFF LEGEND (UPGRADE OF STAFF DETONATION)

Improves Staff Slam. This ability unlocks once Staff Detonation has reached Rank 5 and Gambit has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	200-250 Energy Damage, 6 Destruction, 620 Knockback over 11 feet	85	30

KINETIC AMPLIFICATION (UPGRADE OF KINETIC BOOST)

Improves Kinetic Boost. This ability unlocks once Kinetic Boost has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	+12-15 Energy Damage to physical attacks and +10% Movement speed for 20 seconds, affects nearby teammates	100	14
2	1 pt.	+15-18 Energy Damage to physical attacks and +10% Movement speed for 22 seconds, affects nearby teammates	110	16
3	1 pt.	+20-25 Energy Damage to physical attacks and +15% Movement speed for 24 seconds, affects nearby teammates	120	18

52 PICK UP

Xtreme Attack—A flurry of kinetically charged cards dishes out extreme damage.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks 52 PICK UP	—	15

OTHER POWERS/ABILITIES

KINETIC STRIKE

Adds Kinetic Damage to Melee Attacks, does not include Staff Attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Energy Damage and 3 Destruction	3
2	1 pt.	+6-8 Energy Damage and 3 Destruction	5
3	1 pt.	+9-11 Energy Damage and 4 Destruction	9

OVERLOAD

Adds Energy to Charged Objects.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	+15-18 Energy Damage and 40 Knockback over 4 feet	20	2
2	1 pt.	+25-31 Energy Damage and 120 Knockback over 5 feet	20	7
3	1 pt.	+50-63 Energy Damage and 190 Knockback over 6 feet	20	12
4	1 pt.	+80-100 Energy Damage and 245 Knockback over 7 feet	20	17
5	1 pt.	+100-125 Energy Damage and 305 Knockback over 8 feet	20	22

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

KINETIC FURY (UPGRADE OF KINETIC STRIKE)

Improves Kinetic Strike. This ability unlocks once Kinetic Strike has reached Rank 3.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+12-15 Energy Damage and 4 Destruction	12
2	1 pt.	+15-18 Energy Damage and 5 Destruction	15
3	1 pt.	+20-25 Energy Damage and 5 Destruction	18

STAFF MASTER

Adds Kinetic Damage to Non-Power Staff Attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+15-18 Damage	4
2	1 pt.	+25-31 Damage	9
3	1 pt.	+50-63 Damage	14
4	1 pt.	+80-100 Damage	19
5	1 pt.	+100-125 Damage	24

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

COLOSSUS™

REAL NAME: PIOTR NIKOLAIEVITCH RASPUTIN

A native of Siberia, Russia, Piotr—or Peter as his American friends call him—was content to work the fields of a collective farm alongside his family. But then there was the fateful day when an out of control tractor raced towards his sister, Illyana. Without thinking, Peter threw himself in front of the heavy machine. Then suddenly, much to his surprise, Peter's body transformed into a living metal of incredible strength and he easily stopped the tractor. Shortly thereafter, Professor Charles Xavier visited the farm and convinced the young Russian to join his team of X-Men.

When in its metal state, his body is practically invulnerable: able to withstand bullets, explosions of more than 400lb of TNT and heat up to 12,000 degrees Fahrenheit. He is one of the strongest X-Men, capable of battling even Juggernaut in hand-to-hand combat.

LEVELING TIPS

Colossus is a major powerhouse, but he doesn't have the bonus damage that other melee fighters have. His punches are actually weaker than Wolverine's or Beast's, but his mutant powers more than make up for the difference. Agility is his most important attribute. Combined with his defensive abilities it makes him nearly impossible to knock out. Strike seems like it would be important to the metal giant, but it's really better to put points into Focus since his physical attacks aren't that strong. This allows him to unload on enemies with some of the best attack powers in the game. Don't forget Body. Keep it around 20 to 25 points late in the story.

Put plenty of points into Power Smash, Concussion Slam, and Steel Skin. Power Smash is excellent against bosses and other difficult opponents. It delivers more damage to a single target than any other attack power in the game. There isn't an enemy that can stand against it when used in a combo with Cyclops's or Storm's Leadership ability in effect. Concussion Slam is better for fighting the minions of evil, or very fast creatures. Steel Skin can make Colossus near invulnerable. In addition, assign points to Toughness, Mutant Mastery, and Might early on in the adventure.

MUTANT POWERS

POWER SMASH

Extra heavy lunge punch.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	25-31 Physical Damage, 5 Destruction and 40 Knockback	10	1
2	1 pt.	50-63 Physical Damage, 5 Destruction and 120 Knockback	15	3
3	1 pt.	80-100 Physical Damage, 5 Destruction and 190 Knockback	20	5
4	1 pt.	100-125 Physical Damage, 5 Destruction and 245 Knockback	25	7
5	1 pt.	125-150 Physical Damage, 5 Destruction and 305 Knockback	30	9

TITANIC SMASH (UPGRADE OF POWER SMASH)

Improves Power Smash. This ability unlocks once Power Smash has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	175-215 Physical Damage, 5 Destruction and 370 Knockback	40	15
2	1 pt.	200-250 Physical Damage, 5 Destruction and 430 Knockback	45	17
3	1 pt.	250-310 Physical Damage, 5 Destruction and 500 Knockback	50	19
4	1 pt.	300-375 Physical Damage, 5 Destruction and 555 Knockback	55	21
5	1 pt.	360-450 Physical Damage, 5 Destruction and 620 Knockback	60	23

TITANIC LEGEND

Improves Power Smash. This ability unlocks once Titanic Smash has reached Rank 5 and Colossus has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	600-750 Physical Damage, 10 Destruction and 620 Knockback	70	30

STEEL SKIN

Colossus generates steel armor around his body.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-8 Physical Damage taken and -33% Pain for 15 seconds	60	5
2	1 pt.	-10 Physical Damage taken and -33% Pain for 16 seconds	70	7
3	1 pt.	-13 Physical Damage taken and -33% Pain for 17 seconds	80	9

OSMIUM SKIN (UPGRADE OF TITANIUM SKIN)

Improves Steel Skin. This ability unlocks once Titanium Skin has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-30 Physical and -13 Beam Damage taken, Pain Immunity for 28 seconds	140	23
2	1 pt.	-30 Physical and -16 Beam Damage taken, Pain Immunity for 32 seconds	150	25
3	1 pt.	-50 Physical and -20 Beam Damage taken, 50% chance to deflect Physical Damage, Pain Immunity for 36 seconds	160	27

CONCUSSION SLAM

A colossal clap that projects a blast arc.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	4-5 Physical Damage, 40 Knockback and 2 Destruction over 10 feet	25	5
2	1 pt.	9-11 Physical Damage, 40 Knockback and 2 Destruction over 10 feet	30	7
3	1 pt.	15-18 Physical Damage, 120 Knockback and 2 Destruction over 10 feet	35	9
4	1 pt.	25-31 Physical Damage, 190 Knockback and 2 Destruction over 10 feet	40	11
5	1 pt.	50-63 Physical Damage, 245 Knockback and 2 Destruction over 10 feet	45	13

CONCUSSION BLAST (UPGRADE OF CONCUSSION SLAM)

Improves Concussion Slam. This ability unlocks once Concussion Slam has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	80-100 Physical Damage, 305 Knockback and 5 Destruction over 20 feet	55	20
2	1 pt.	100-125 Physical Damage, 370 Knockback and 5 Destruction over 20 feet	60	22
3	1 pt.	125-150 Physical Damage, 430 Knockback and 5 Destruction over 20 feet	65	24
4	1 pt.	150-165 Physical Damage, 500 Knockback and 5 Destruction over 20 feet	70	26
5	1 pt.	175-215 Physical Damage, 555 Knockback and 5 Destruction over 20 feet	75	28

CONCUSSION LEGEND (UPGRADE OF CONCUSSION BLAST)

Improves Concussion Slam. This ability unlocks once Concussion Blast has reached Rank 5 and Colossus has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	200-250 Physical Damage, 620 Knockback and 10 Destruction over 30 feet	85	30

TITANIUM SKIN (UPGRADE OF STEEL SKIN)

Improves Steel Skin. This ability unlocks once Steel Skin has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-13 Physical and -8 Beam Damage taken, -66% Pain for 20 seconds	100	14
2	1 pt.	-16 Physical and -10 Beam Damage taken, -66% Pain for 22 seconds	110	16
3	1 pt.	-20 Physical and -13 Beam Damage taken, -66% Pain for 24 seconds	120	18

SEISMIC SMASH

Xtreme Attack—An XTreme concussion attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	Unlocks SEISMIC SMASH	—	15

OTHER POWERS/ABILITIES

COLOSSUS CHARGE

A heavy charge attack that can be performed from a jump.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	9-11 Physical Damage, 2 Destruction and 190 Knockback	30	2
2	1 pt.	15-18 Physical Damage, 2 Destruction and 190 Knockback	30	7
3	1 pt.	25-31 Physical Damage, 5 Destruction and 245 Knockback	40	12
4	1 pt.	50-63 Physical Damage, 5 Destruction and 245 Knockback	40	17
5	1 pt.	80-100 Physical Damage, 10 Destruction and 305 Knockback	50	22

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

KNOCKBACK

Adds extra knockback to all physical knockback attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+40 Knockback	1
2	1 pt.	+120 Knockback	1
3	1 pt.	+190 Knockback	1
4	1 pt.	+245 Knockback	1
5	1 pt.	+305 Knockback	1

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

MIGHT

Increases lifting strength, damage of melee attacks, and damage level of melee attacks.

RANK	COST	EFFECTS	LEVEL
1	—	+5% Damage, +3 Destruction and can lift heavy objects	1
2	1 pt.	+10% Damage, +6 Destruction and can lift massive objects	1
3	1 pt.	+15% Damage, +8 Destruction and can lift gigantic objects	1

WHITE QUEEN™

REAL NAME: EMMA FROST

The middle child of a wealthy Boston family, Emma was a majority stockholder of a multibillion-dollar conglomerate that dealt in electronics and transportation. With the aid of her personal charms, high intelligence and her psionic powers, she swiftly rose to power at a very young age. She was eventually named chairwoman of the board and CEO of Frost International.

Once her mutant powers had fully activated in her teenage years, Emma discovered she was telepathic and could convert her body into an organic diamond substance that was as hard as real diamond. Young and impetuous, she became a member of a group of evil mutants known as the Hellfire Club and fought the X-Men several times. But Emma eventually saw the error of her ways and joined the X-Men.

LEVELING TIPS

Emma Frost relies heavily on her mutant powers and acts more as a support character than a fighter. Her primary attribute is Focus. She can never have too much energy to draw upon in a battle. Her secondary attribute is Agility which keeps her safe when she draws too much attention. Put a few points into Body so it's somewhere around 15 to 20, but ignore Strike completely.

The White Queen isn't built for fighting, but she can be a decent scrapper when protected by Psychic Shell. It's best to put points into Confuse and Fear early on. Go with Fear if choosing one power over the other. It isn't powerful at first, but at higher ranks it begins to cause a fair amount of damage and handicaps opponents. Put points into Mutant Mastery and Toughness as early as possible. The other abilities are valuable, but are designed more for transforming Emma into a scrapper, which is really only useful in a multiplayer situation where someone has direct control of her at all times.

MUTANT POWERS

CONFUSE

Confuses enemies into becoming non-hostile for a time. Upgrades to convert them.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	Effect lasts 1 to 3 seconds, short range	10	1
2	1 pt.	Effect lasts 1 to 4 seconds, short range	15	3
3	1 pt.	Effect lasts 1 to 5 seconds, short range	20	5
4	1 pt.	Effect lasts 1 to 6 seconds, short range	25	7
5	1 pt.	Effect lasts 1 to 7 seconds, short range	30	9

COMMAND (UPGRADE OF CONFUSE)

Improves Confuse. This ability is unlocked once Confuse has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Effect lasts 2 to 10 seconds, medium range, converts, +2 victim traits	40	15
2	1 pt.	Effect lasts 2 to 11 seconds, medium range, converts, +4 victim traits	45	17
3	1 pt.	Effect lasts 2 to 12 seconds, medium range, converts, +6 victim traits	50	19
4	1 pt.	Effect lasts 2 to 13 seconds, medium range, converts, +8 victim traits	55	21
5	1 pt.	Effect lasts 2 to 14 seconds, medium range, converts, +10 victim traits	60	23

LEGEND COMMAND

Improves Confuse. This ability is unlocked once Command has reached Rank 5 and the White Queen has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Effect lasts 5 to 20 seconds, long range, converts, +16 victim traits	70	30

PSYCHIC SHELL

Changes into protective shell form for a time.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-8 Physical Damage taken, -33% Pain for 15 seconds	60	5
2	1 pt.	-10 Physical Damage taken, -33% Pain for 16 seconds	70	7
3	1 pt.	-13 Physical Damage taken, -33% Pain for 17 seconds	80	9

IMPERVIOUS SHELL (UPGRADE OF DIAMOND SHELL)

Improves Psychic Shell. This ability unlocks once Diamond Shell has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-20 Physical and -13 Beam Damage taken, Pain immunity for 28 seconds	140	23
2	1 pt.	-30 Physical and -16 Beam Damage taken, Pain immunity for 32 seconds	150	25
3	1 pt.	-50 Physical and -20 Beam Damage taken, Pain immunity for 36 seconds	160	27

FEAR

Causes foes to flee in terror.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	1 pt.	Effect lasts 1 to 3 seconds, short range	25	5
2	1 pt.	Effect lasts 1 to 4 seconds, short range	30	7
3	1 pt.	Effect lasts 1 to 5 seconds, short range	35	9
4	1 pt.	Effect lasts 1 to 6 seconds, short range	40	11
5	1 pt.	Effect lasts 1 to 7 seconds, short range	45	13

TERROR (UPGRADE OF FEAR)

Improves Fear. This ability unlocks once Fear has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Effect lasts 2 to 8 seconds, medium range, -2 victim traits and 15-18 Mental Damage	55	20
2	1 pt.	Effect lasts 2 to 9 seconds, medium range, -3 victim traits and 25-31 Mental Damage	60	22
3	1 pt.	Effect lasts 2 to 10 seconds, medium range, -4 victim traits and 50-63 Mental Damage	60	24
4	1 pt.	Effect lasts 2 to 11 seconds, medium range, -5 victim traits and 80-100 Mental Damage	70	26
5	1 pt.	Effect lasts 2 to 12 seconds, medium range, -5 victim traits and 80-100 Mental Damage	75	28

LEGEND TERROR (UPGRADE OF TERROR)

Improves Fear. This ability unlocks once Terror has reached Rank 5 and the White Queen has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Effect lasts 5 to 15 seconds, long range, -8 victim traits and 125-150 Mental Damage	85	30

DIAMOND SHELL (UPGRADE OF PSYCHIC SHELL)

Improves Psychic Shell. This ability unlocks once Psychic Shell has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	-13 Physical and -8 Beam Damage taken, -66% Pain for 20 seconds	100	14
2	1 pt.	-16 Physical and -10 Beam Damage taken, -66% Pain for 22 seconds	110	16
3	1 pt.	-20 Physical and -13 Beam Damage taken, -66% Pain for 24 seconds	120	18

PSYCHIC BEDLAM

Xtreme Attack—Damages all enemies within 50 feet with a psionic attack and paralyzes nearby enemies with fear.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks PSYCHIC BEDLAM	—	15

OTHER POWERS/ABILITIES

PSIONIC STRIKE

Adds mental damage to melee attack.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	4-5 Mental Damage	3
2	1 pt.	9-11 Mental Damage	5
3	1 pt.	15-18 Mental Damage	9

HARDNESS

Reflects physical damage back at foes.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	10% chance to reflect 15-18 damage	1
2	1 pt.	20% chance to reflect 25-31 damage	7
3	1 pt.	30% chance to reflect 50-63 damage	12
4	1 pt.	40% chance to reflect 80-100 damage	17
5	1 pt.	50% chance to reflect 100-125 damage	22

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

PSIONIC FURY (UPGRADE OF PSIONIC STRIKE)

Improves Psionic Strike. This ability unlocks once Psionic Strike has reached Rank 3.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	25-31 Mental Damage	12
2	1 pt.	50-63 Mental Damage	15
3	1 pt.	50-63 Mental Damage	18

SHELL MIGHT

Increases lifting strength, and damage of melee attacks while in shell form.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+5% damage, +3 Destruction and can lift heavy objects	4
2	1 pt.	+10% damage, +6 Destruction and can lift massive objects	9
3	1 pt.	+15% damage, +8 Destruction and can lift gigantic objects	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

PROFESSOR X™

REAL NAME: CHARLES XAVIER

Professor Xavier, or Professor X as some call him, is the most powerful mutant telepath on Earth. He can communicate over vast distances with his mind, and take control of the weak willed if he has to. Xavier is also the founder of the X-Men—a group of mutants he formed to combat evil. But the X-Men also have a higher purpose, to serve as an example that mutants and humans can live together in peace.

While growing up, he formed a strong friendship with another mutant known as Erik Lensherr. Eventually the two men had a falling out over how to deal with humanity's distrust of mutants—Xavier being far too much a pacifist for Lensherr's tastes. Since that time Erik Lensherr has grown to become the X-Men's most feared enemy, Magneto.

Xavier takes a great deal of pride in his X-Men. They have consistently proven that his dream is possible. Mutants and humans can learn to understand one another; and that is something Xavier believes is worth fighting for.

LEVELING TIPS

Professor X joins the team at level 40, so the bulk of his powers are already in place. He will have some free attribute points though. Be sure to put plenty into Focus and Agility. He'll rely heavily on his psychic powers and will need a strong defense to fight off of his powerful enemies. Also put a few points into Body, but it can have half as many points as Focus and Agility. Strike isn't important and can be ignored.

MUTANT POWERS

HAMMER LEGEND

An extra heavy psychic lunge punch.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	200-250 Mental Damage, 10 Destruction and 620 Knockback	70	1

PSYCHIC DEFENSE

Puts a Psychic Shield around self.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	-50 Physical Damage, -100% Knockback, -100% Pain for 28 seconds	160	1

BLAST LEGEND

Release mental energies in spherical area.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	200-250 Mental Damage, 10 Destruction, 620 Knockback with a 12 foot range	100	1

PSYCHIC MAELSTROM

Xtreme Attack—Psychic energies and lightning ravage the area.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	Unlocks PSYCHIC MAELSTROM	—	1

OTHER POWERS/ABILITIES

PSIONIC COMBAT

Smash enemies with psionic assault.

RANK	COST	EFFECTS	LEVEL
1	—	Adds 4-5 Mental Damage to physical attacks	5

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	—	Raises Max Health by 10%	1
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	—	Raises Max Energy by 10%	1
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22

LEADERSHIP

Damage and combo experience bonus to any combo done while on team.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+25% Damage and +5% Combo Experience	4
2	1 pt.	+50% Damage and +10% Combo Experience	9
3	1 pt.	+75% Damage and +15% Combo Experience	14
4	1 pt.	+100% Damage and +20% Combo Experience	19
5	1 pt.	+150% Damage and +25% Combo Experience	24

MIGHT

Increases lifting strength, damage of melee attacks, and damage level of melee attacks.

RANK	COST	EFFECTS	LEVEL
1	—	+5% Damage, +3 Destruction and can lift heavy objects	1
2	—	+10% Damage, +6 Destruction and can lift massive objects	1
3	—	+15% Damage, +8 Destruction and can lift gigantic objects	1

ASTRAL KNOCKBACK

Adds Knockback to Mental Attacks.

RANK	COST	EFFECTS	LEVEL
1	—	+190 Knockback	1

PSYLOCKE™

REAL NAME: ELIZABETH BRADDOCK

Elizabeth Braddock is from the United Kingdom where her brother is a well-known super hero. Apparently both of the Braddock siblings inherited their talents from their father, who was from another dimension known as Otherworld.

Betsy was originally a very powerful telepath—but then a bizarre turn of events changed her life forever. Her life force was transferred to the body of an assassin while the assassin was transferred to her body. The assassin died while inhabiting Psylocke's original body thus forcing Betsy to remain in the assassin's body. But Betsy did benefit from the ordeal; she retained her mental powers while gaining the assassin's martial arts skills as well.

LEVELING TIPS

Psylocke is a bit deceptive. She's a powerful fighter, but it's her psionic abilities that make her powerful. That means it's better to invest in a high Focus than a high Strike, because she uses her mutant powers often in a fight. Put about two-thirds as many points in Agility as were placed in Focus. Add a few points to Strike and Body, so they're both somewhere around 20. That way she is still able to cause plenty of damage with her fists when her energy pool runs dry.

Psychic Slash is the best skill to invest in right away. It should be her primary attack power at all times. Psychic Defense is also a tempting ability, but its powers are limited by the fact that it only reduces mental damage. At high ranks it also provides a huge Focus boost that's especially useful, but it takes a long time to get it to that point. Also put points into Blade Master and Mutant Mastery right away. Begin putting some points into Psionic Strike and Critical Strike too in order to strengthen her punches and kicks.

MUTANT POWERS

PSYCHIC SLASH

Powerful Psychic Blade attack.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	—	4-5 Mental Damage	10	1
2	1 pt.	9-11 Mental Damage	15	3
3	1 pt.	15-18 Mental Damage	20	5
4	1 pt.	25-31 Mental Damage	25	7
5	1 pt.	50-63 Mental Damage	30	9

PSYCHIC BOLTS

Throws psychic bolts.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	3 Blades, 4-5 Mental Damage per blade	25	5
2	1 pt.	3 Blades, 6-8 Mental Damage per blade	30	7
3	1 pt.	3 Blades, 9-11 Mental Damage per blade	35	9
4	1 pt.	3 Blades, 12-15 Mental Damage per blade	40	11
5	1 pt.	3 Blades, 15-18 Mental Damage per blade	45	13

PSYCHIC HAMMER (UPGRADE OF PSYCHIC SLASH)

Improves Psychic Slash. This ability is unlocked once Psychic Slash has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	80-100 Mental Damage and 120 Knockback	40	15
2	1 pt.	100-125 Mental Damage and 190 Knockback	45	17
3	1 pt.	125-150 Mental Damage and 245 Knockback	50	19
4	1 pt.	150-165 Mental Damage and 305 Knockback	55	21
5	1 pt.	175-215 Mental Damage and 370 Knockback	60	23

PSYCHIC SPIKES (UPGRADE OF PSYCHIC BOLTS)

Improves Psychic Bolts. This ability is unlocked once Psychic Bolts has reached Rank 5.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	5 Blades, 15-18 Mental Damage per blade	55	20
2	1 pt.	5 Blades, 20-25 Mental Damage per blade	60	22
3	1 pt.	5 Blades, 25-31 Mental Damage per blade	65	24
4	1 pt.	5 Blades, 37-45 Mental Damage per blade	70	26
5	1 pt.	5 Blades, 50-63 Mental Damage per blade	75	28

HAMMER LEGEND (UPGRADE OF PSYCHIC HAMMER)

Improves Psychic Slash. This ability is unlocked once Psychic Hammer has reached Rank 5 and Psylocke has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	200-250 Mental Damage and 430 Knockback	70	30

LEGEND BOLTS (UPGRADE OF PSYCHIC SPIKES)

Improves Psychic Bolts. This ability is unlocked once Psychic Spikes has reached Rank 5 and Psylocke has attained level 25.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	7 Blades, 50-63 Mental Damage per blade	85	30

PSYCHIC DEFENSE

Psychic Energies surround you increasing defense.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-8 Mental Damage for 15 seconds, affects nearby allies	60	5
2	1 pt.	-10 Mental Damage for 16 seconds, affects nearby allies	70	7
3	1 pt.	-13 Mental Damage for 17 seconds, affects nearby allies	80	9

PSYCHIC ARMOR (UPGRADE OF PSYCHIC DEFENSE)

Improves Psychic Defense. This ability is unlocked once Psychic Defense has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-13 Mental Damage and -8 Knockback for 20 seconds, affects nearby allies	100	14
2	1 pt.	-16 Mental Damage and -10 Knockback for 22 seconds, affects nearby allies	110	16
3	1 pt.	-20 Mental Damage and -13 Knockback for 24 seconds, affects nearby allies	120	18

PSYCHIC WALL (UPGRADE OF PSYCHIC ARMOR)

Improves Psychic Defense. This ability is unlocked once Psychic Armor has reached Rank 3.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pt.	-20 Mental Damage, -16 Knockback, and +10 Focus for 28 seconds, affects all allies	140	23
2	1 pt.	-30 Mental Damage, -20 Knockback, and +20 Focus for 32 seconds, affects all allies	150	25
3	1 pt.	-50 Mental Damage, -30 Knockback, and +30 Focus for 36 seconds, affects all allies	160	27

PSYCHIC ONSLAUGHT

Xtreme Attack—Psychic Blades strike down your enemies.

RANK	COST	EFFECTS	ENERGY	LEVEL
1	2 pts.	Unlocks PSYCHIC ONSLAUGHT	—	15

OTHER POWERS/ABILITIES

PSIONIC STRIKE

Adds mental damage to melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	4-5 Mental Damage	3
2	1 pt.	9-11 Mental Damage	5
3	1 pt.	15-18 Mental Damage	9

PSIONIC FURY (UPGRADE OF PSIONIC STRIKE)

Improves Psionic Strike. This ability unlocks once Psionic Strike has reached Rank 3.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	25-31 Mental Damage	12
2	1 pt.	50-63 Mental Damage	15
3	1 pt.	80-100 Mental Damage	18

BLADE MASTER

Psychic Dagger increases in power and size.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+4-5 Damage to psychic blade attacks	4
2	1 pt.	+15-18 Damage to psychic blade attacks	9
3	1 pt.	+50-63 Damage to psychic blade attacks	14
4	1 pt.	+100-125 Damage to psychic blade attacks	19
5	1 pt.	+175-215 Damage to psychic blade attacks	24

TOUGHNESS

Increases Maximum Health.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Health by 10%	10
2	1 pt.	Raises Max Health by 15%	12
3	1 pt.	Raises Max Health by 20%	14

MUTANT MASTERY

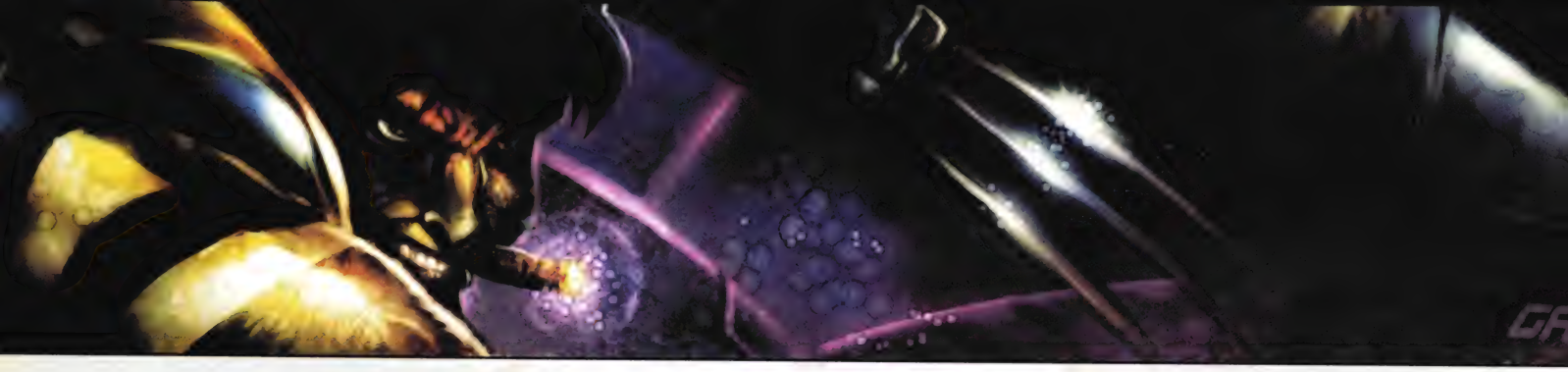
Increases Maximum Energy.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	Raises Max Energy by 10%	10
2	1 pt.	Raises Max Energy by 15%	12
3	1 pt.	Raises Max Energy by 20%	14

CRITICAL STRIKE

Increase chance of criticals for melee attacks.

RANK	COST	EFFECTS	LEVEL
1	1 pt.	+2% Chance	1
2	1 pt.	+4% Chance	7
3	1 pt.	+6% Chance	12
4	1 pt.	+8% Chance	17
5	1 pt.	+10% Chance	22



GAME BASICS

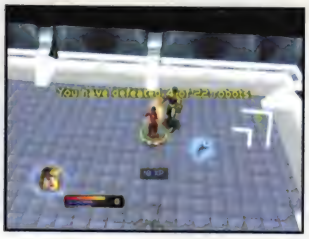
GETTING AROUND

As exciting as it may be, the life of a superhero must begin with reading the contents of the game's manual. Get an understanding of the controls, menus and options available before taking the plunge into *X-Men Legends*.

MISSIONS

The basic structure of the game revolves around missions. For most of the adventure, the X-Men are exploring various areas and battling the enemies found around the globe. Sometimes the team moves from one mission to the next automatically, but at other times you must trigger the next mission. Sometimes you must choose between a few available missions.

Each mission is broken up into one or more Objective that you must complete in order to finish the mission. Check the current Objectives using the Pause Menu. When the last Objective is met, the mission ends and your characters automatically move to the next mission, or to the mansion for a bit of rest.



In a few cases, talking to some of the veteran X-Men in the mansion may even trigger special flashback missions, or other special scenarios. For this reason, take the time to explore the mansion thoroughly and talk to everyone whenever you get some downtime.

Item Interaction

When an enemy is defeated, it may drop items. If the enemy drops Tech Bits, Xtreme Fragments, Health or Energy packs, walk over them to pick them up. If that character's Xtreme Meter or Pack maximum is full, the item remains on the ground. If however the enemy drops a piece of equipment, walk over the item and press the Use button to pick it up. Items on the ground remain until you finish or accept a mission.

Another type of item found on the field are breakable objects. Sometimes destroying items is an Objective for a mission. Many containers such as boxes, trash cans or barrels can spill out Tech Bits, Packs, Xtreme Fragments, or pieces of equipment.

Obstacles

In the course of a mission there are often obstacles blocking the progress of the X-Men. Some of these are as simple as finding the right path to climb, but others require the destruction of items to clear a path, or the use of machinery to remove barriers. In some cases there is a red or blue "X" floating over an object. A red X means that you should attack the item. A blue "X" marks a spot where a Mutant power of some type to proceed is needed to proceed, such as using Iceman's Freeze Blast to create a bridge over a chasm, or Cyclops's Optic Beam to weld doors shut.

CHARACTER SCREEN

The Character Screen shows the current and maximum health and energy of each active team member, as well as his or her current level. A moving yellow symbol by the character's level means that he or she has Stat or Skill Points left to distribute. Such a character has a similar effect around their base on the normal field screen.

When a character is highlighted, press the "Details" button to enter the three Character Details screens. It's possible to switch between characters using the triggers or shoulder buttons on your controller. Switch between the screens to see more information or distribute points.

Character Skills

Use this screen to raise character skills. Mutant powers are at the top of the list, with the Xtreme attack power all in caps at the end. Other abilities come later in the list. These have a wide variety of effects, from increasing Stats, to adding elemental damage to melee attacks, to opening up various special "transportation" powers. Get more information on a power or ability by highlighting it and checking the panel at the bottom of the screen.

The amount of remaining Skill Points is displayed at the top of the screen. Distribute points in the same way as Stat Points. Most skills take one point to raise by one level, while two skill points are necessary to unlock the first level of a new Superpower.

Character Equipment

The top window displays the character's currently equipped items. There are three categories of equipment. Backpacks add damage or increase other attributes such as Stats or health or energy regeneration. Belts increase basic Stats, and Armor increases resistances while reducing damage.

The bottom window displays other items in your team's shared inventory that fit into a given slot. You can also unequip items without replacing them, or drop items from the team's inventory to make room for new equipment.

More information about each available equipment item is found in the Equipment section of this guide.

OTHER ITEMS

Health Packs restore 25% of the active character's health, while Energy Packs restore 25% of the active character's energy. There is a maximum number of Packs of each type that the team can carry. This maximum starts out at ten of each, but increases by five with every ten levels earned by a character.

There are also Collectibles acquired throughout the story. Pick these up in set locations around the various mission maps, often in hidden or hard-to-reach spots. Danger Room Discs unlock new scenarios in the Danger Room. Sketch Books add new Concept Art to your collection. Comic Books add to your comic collection, and give Stat increases to characters after that character views them in the mansion's Library.

COMBAT

Wandering around various locations isn't the extent of the action, naturally—in the process of completing missions there are also various enemies waiting to hinder your progress. To get past them, you must know how to fight.

BASIC MANEUVERS

To attack an enemy, move next to it and use the Punch and Smash buttons. There are a few basic maneuvers to keep in mind while fighting.

THROW	Press Use	Enemies hitting an object or wall take a small amount of damage. Press and hold the Use button to grab an enemy or object. Move the Character Movement stick to aim an enemy or object before throwing it by releasing the Use button.
TRIPLE HIT	Press Smash, Smash, Smash	A quick way to do extra damage to a target.
KNOCKBACK	Press Smash, Smash	This does greater damage to an enemy, and knocks it back slightly.
POPUP	Press Punch, Punch, Smash	This sends the enemy flying straight up into the air.
TRIP	Press Punch, Smash, Punch	This knocks the enemy off balance.
STUN	Press Smash, Punch, Smash, Smash	This inflicts damage and stuns its target it for a short time.

MUTANT POWERS

Each X-Man starts out with a Superpower unlocked, and more are unlocked by spending Skill Points earned from gaining levels. To use a Superpower, press and hold down the Superpowers button, then press the corresponding power button, either Punch, Smash, or Use. Jump also shows up on the display, but it is used to trigger an Xtreme Attack, which are covered in a later section. Each power has a different effect on enemies (check out Personnel Profiles for more information), and also takes a certain amount of energy to use.

ADVANCED TOPICS

To get through the toughest fights unscathed, and as quickly as possible, you must master advanced applications of powers as the X-Men unlock them.

Combos

Combos occur when two characters use their Superpowers on an enemy at the same time. These combinations give extra damage and award more experience points, so use them as often as possible.

The best way to set up a Combo attack is to use the Call Allies button. This calls allies to the controlled character's side, and it triggers them to use Superpowers if they have available energy. Practice in actual combat helps you learn the exact timing, and best Combos to use.

The following table provides the name of every possible teamwork combo. Use the table by first selecting the character you're controlling. This character always performs the "Finisher", or the second move, in the combo. Next, look for the character's partner. This hero performs the "Opening", or the first move, in the combo when called upon for assistance during a battle. Which Opening and Finisher are chosen depends on which powers are used. To create a specific combo, set the A.I. of the uncontrolled character to use the desired power.

For example, you are controlling Beast and Colossus is his partner. Beast calls for help and uses Propeller Kick. Colossus responds by using Power Smash. The "Simian Slam" combo is created if the two connect at the same time.

MOVE	OPENING	FINISHER
Beast		
PinBall	Rolling	Strike
Propeller Kick	Simian	Kick
Orbital Bombardment		Laser
Colossus		
Power Smash	Charging	Smash
Concussion Slam	Catastrophic	Slam
Seismic Smash		Quake
Cyclops		
Optic Beam	Optic	Beam
Optic Sweep	Immobilizing	Shockwave
Optic Rage		Rage
Emma Frost		
Confuse	Chaotic	Bedlam
Fear	Spine-Chilling	Terror
Psychic Bedlam		Shellshock
Gambit		
Charged Card	Atomic	Cards
Staff Slam	Charged	Slam
52 Pick Up		Mayhem
Iceman		
Freeze Blast	Icy	Chill
Ice Shards	Piercing	Blades
Freeze Frame		Freeze
Jubilee		
Energy Burst	Dazzling	Sparklers
Photo Flash	Blinding	Fireworks
Independence Day		Finale
Magma		
Fiery Blast	Burning	Blast
Lava Fissure	Molten	Eruption
Volcano		Volcano

MOVE	OPENING	FINISHER
Nightcrawler		
Teleport Leap	Quantum	Leap
Teleport Flurry	Leaping	Flurry
Blindside Blitz		Chaos
Jean Grey		
Telekenesis	Lifting	Kinetics
Psychic Shout	Shrieking	Scream
Phoenix Force		Phoenix
Professor X		
Hammer Smash	Astral	Flash
Psychic Defense	Cereberal	Nova
Psychic Maelstrom		Maelstrom
Psylocke		
Psychic Slash	Slicing	Slash
Psychic Bolt	Crushing	Bolt
Psychic Onslaught		Devastation
Rogue		
Southern Strike	Vampiric	Drain
Ability Drain	Devitalizing	Diffusion
Energy Drain		Bomb
Storm		
Lightning Strike	Electric	Surge
Whirlwind	Tempestuous	Twister
Cyclone Fury		Hurricane
Wolverine		
Brutal Slash	Adamantite	Claw
Claw Flurry	Bestial	Assault
Savage Rampage		Dash

Xtreme Attacks

These strong powers cannot be purchased until a character reaches level 15, and they do not use energy in the same way as normal Superpowers.

Xtreme Attacks use icons on the Xtreme Meter, which are filled by collecting Xtreme Fragments from defeated enemies or broken objects on the field. For every four Fragments collected, one X-shaped icon on the meter lights up.

To use an Xtreme Attack, press the Superpowers button along with Jump, and the active character unleashes his or her Xtreme Attack. Xtreme Attacks affect multiple enemies on the screen. These attacks should be used sparingly, against a too-large swarm of enemies or in a boss fight where you need an extra edge.

Gaining Levels

Defeating enemies awards experience points, which build up until a character reaches the next level. This raises a character's Stats, and raises attack, defense, health and energy. He or she also gains one Stat Point and one Skill Point, with every fifth level providing two of each type of point. Whenever characters reach a new level, their health and energy are completely restored.

USING THE WALKTHROUGH

The walkthroughs start out in-depth, giving more specific directions. The later sections of the walkthrough still cover the harder enemy fights, but does not point out every battle or location filled with breakable objects. The detailed maps include icons and text that indicate the locations of important items or people. Icons and green entries show items to collect and use, such as Health Packs, or special collectible items. Red entries show items you must interact with to perform certain actions such as lowering a barrier, or items or NPCs that you must lead around or defeat in order to meet an objective. Yellow entries label areas, mark traps, or show other items or NPCs. Some of these categories can blur, but the general categories help you better read a map at a glance.

MAP LEGEND

- INTERACTIVE ITEMS AND NPCs
- CHARACTER AND TRAP LOCATIONS
- COLLECTIBLE ITEMS
- ENERGY PACK
- HEALTH PACK
- XTRACTION POINT
- CONNECTS MAPS WITH MULTIPLE EXITS
- DANGER ROOM DISC
- SKETCH BOOK
- COMIC BOOK

ACT I

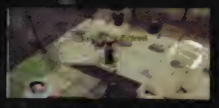
SUGGESTED CHARACTERS

WOLVERINE: This is the only character available at the start of the mission. His strength is melee combat.

CYCLOPS: Cyclops joins partway through the mission. His Optic Blasts give the party some welcome long-range support.

OBJECTIVES

Find Blob's trail and track him down



Defeat Mystique to get to Blob

Defeat Blob to rescue Alison

Use rooftops to reach the X-Jet

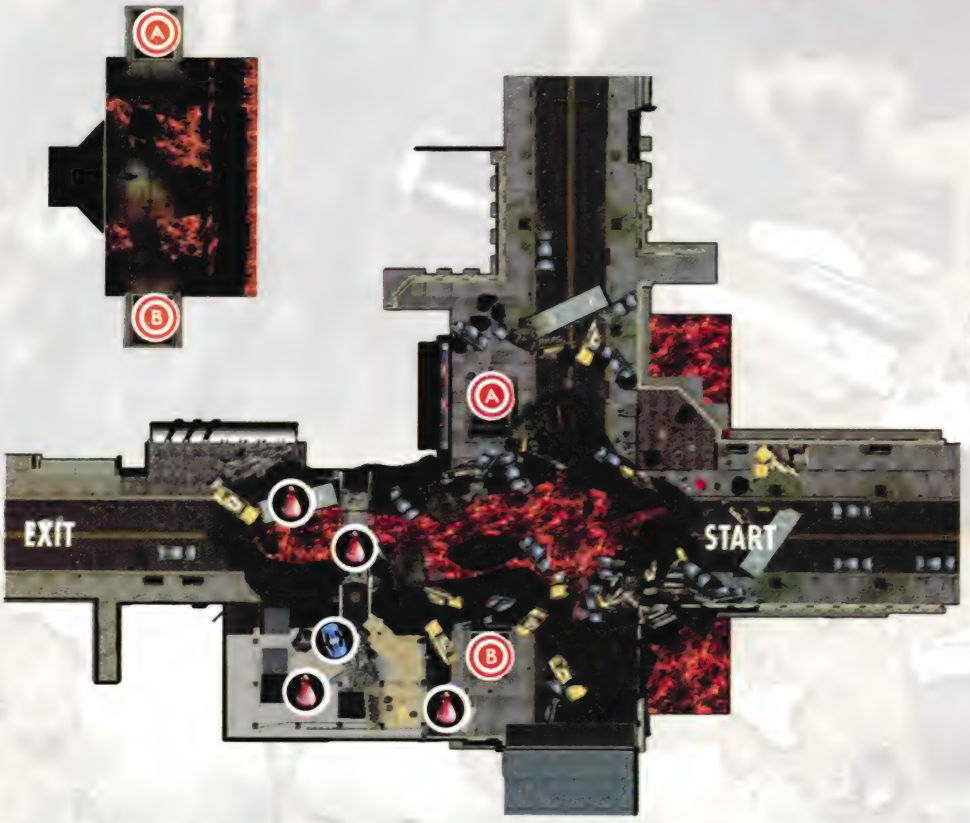
ITEMS

Energy Packs, Health Packs, Comic Book (Wolverine Comic), Danger Room Disc (Teamwork 101)

XBOX ONLY

Comic Book (Magma), Sketchbook (Early Alison)

NEW YORK CITY STREETS



THE SEARCH

When the opening cut-scene ends, you take control of Wolverine, who carries 3 Health Packs and 3 Energy Packs. There are also equipment items to collect during the adventure.

Walk to the garbage can standing next to a fenced-in lot. Break open the trash can with any of Wolverine's basic attacks, and it may release Tech Bits or some other item. Walk over any Bits or Packs to collect them. Be careful of the nearby fire; the patches of flames that show up around the devastated city can damage any character that wanders too close.

Not every breakable object holds useful items, but the garbage cans often do. Break them open whenever you see them.

To get a useful tip within the game, approach one of these yellow question marks and press the Use button.

CLOTHES MAKE THE MUTANT

Certain types of breakable objects and enemies may drop equipment items. Equip these as soon as they are collected and put them to good use. Match the right equipment up to the right characters. For example, Wolverine gains no real benefit from a Basic Targeting Implant, but this sort of item is right up Cyclops' alley.

Move back down and to the left, then through the small fenced-in lot to reach a group of Anti-Mutant Troops. Don't be stingy with the Health or Energy Packs, or the character's mutant powers. While fighting two or three enemies at once, multiple Brutal Slashes are one the quickest ways to get through the fight without losing too much health. Try to conserve at least one or two Packs for emergency use, but it's better to use the last Pack than to die and restart.

Brutal Slash does more damage than a normal attack, so use it whenever you need to finish off a foe quickly.

SURPRISE ATTACK

In this first fight and many others to come, the number of enemies fought in one skirmish may vary. Not because enemies are random, but because specific enemies may see you at unexpected times and come to attack. So when an enemy appears unexpectedly, it means there is likely one less enemy waiting later.

Continue out of the fenced lot and start across the street. Dispatch the troops that appear with normal attacks, but feel free to let loose with a Brutal Slash or two. Head down the steps and into the subway.

Destroy the garbage cans in the area, then eliminate the two troopers waiting to pounce. These troops can be defeated by normal combat or by knocking them into the lava. The second method risks losing any valuable items they may drop. Avoid knocking items from the garbage cans into this fiery flow. Any objects falling into the lava are lost.

MASS DESTRUCTION

Having trouble destroying a tempting item due to its position or location? Many of these objects can be picked up and thrown, an action which also breaks them apart. Be careful of the trajectory! You don't want any prizes inside the container to spill out into an unreachable or deadly location.

Once the troopers are gone, move from the stairs to a plank bridging a gap in the concrete. Continue across a second slab and into a final section of the subway.

At the top of the second set of stairs two are more Anti-Mutant Troops. After dispatching them, climb up the plank lying at an angle against the building to the left. Pick up the **Health Pack** lying halfway up the plank. Climb up the next plank to the right, and onto the roof of a broken walkway between buildings.

Ascend the plank to the right to reach the next section. Much of the navigation in the game involves non-standard walkways such as this.

From the walkway roof, drop down to the walkway and grab another **Health Pack**. Continue on to the end of the walkway and drop down onto an upturned bus to the left. Pick up a third **Health Pack** on the way down to the ground, then fight off two more enemies. Take note of the trail of footsteps leading into the distance. This is the Blob's trail, a trail leading toward meeting the first Objective.

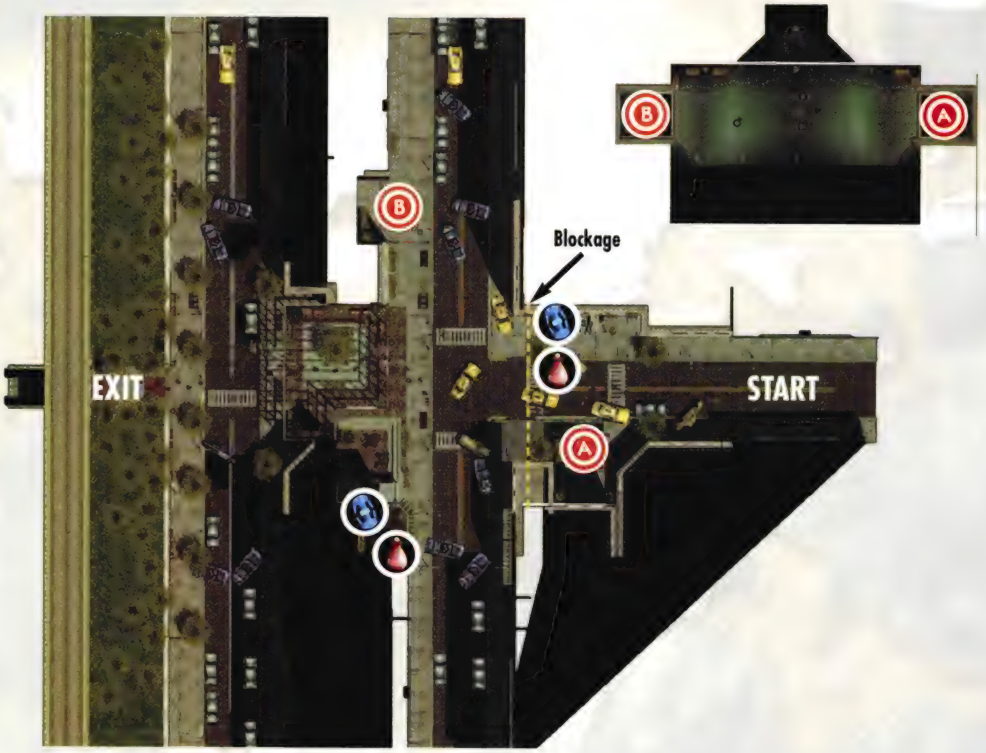
Before following the trail of heavy footsteps take a left from the bus and run down the walkway between fences, and up a set of stairs. At the top is a rooftop holding another **Health Pack**, an **Energy Pack** and some more enemies. Return down the stairs and out into the street, following the Blob's trail to the edge of the zone.

MOVING ONWARD

Move forward to the white-clad figure—Avalanche. He moves away and calls up an array of rocks to block the path before he flees. This blockage makes it necessary to do some exploring to stay on the Blob's trail.

Explore the small section of street available, checking to the right and left for more garbage cans. Walk ahead and left to a new set of subway stairs. Take your time; there's no need to worry about facing any enemies just yet.

The steps lead to a new subway area, this one without the lava flow or general devastation. After clearing enemies and trash cans, head through to the stairs on the opposite side of the room and ascend. If three or more enemies swarm at once, use Brutal Slash freely, and keep Wolverine's Energy bar full with Energy Packs.



LEVEL UP!

Sometime around the first subway fights Wolverine should level up for the first time. Consider using this first skill point for Wolverine's Healing Factor.

After cleaning up the area directly around the subway, move to the left (face the street from the subway exit) to ensure that all enemies in that direction have been triggered. After reaching a dead end, turn around and head in the opposite direction, attacking any left-over enemies and garbage cans along the way. Halfway down the Blob's trail appears again, but ignore it for the moment.

Upon reaching the intersection (and origin of the footprints in this section), one street is blocked off by the newly-formed rock formation. Continue straight ahead until the barrier is reached. Make another about-turn and watch to the left for a restaurant area filled with tables and chairs.

Finding Blob's trail again doesn't mean you must follow it immediately. Take some time to explore tangents to find hidden surprises.

Upon reaching the eating area, look for a set of stairs in the corner opposite the nearby glassy greenhouse building. Ascend these stairs to the roof where a trooper guards a **Health Pack** and an **Energy Pack**. Climb back down the stairs and continue straight through an open doorway into the greenhouse area. Once in this glassy building, locate the footprints and follow them out the left side of the building toward another street. Go both right and left down the street to clear out a few final enemies and objects. Return to the exit from the greenhouse and head straight across the street to an underpass and the exit to the next area.

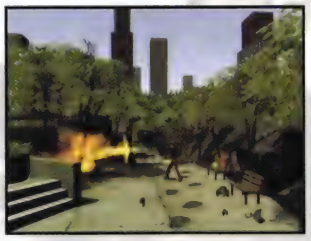
SHIFT IN THE ACTION

The brief cut scene ends with an attack by two foes of a new type. Brotherhood Thugs are cannon fodder from the mutant side of the fight. They can take more hits than Anti-Mutant Troops, but they're not much different overall. The Objectives are updated, meaning it's now time to fight through Mystique in order to reach Blob. Continue following the trail of footprints, but remain alert.

Check the Objectives whenever they update, to see just what should be done next.

Break the two garbage cans to the right, then make an about turn and head down the stairs. At the bottom of the stairs, clear the area and take a right into the open area. Move past a large fountain and clear out that area. Continue past the fountain following the usual trail and cross over the bridge onto the other side of the waterway.

At the end of the bridge is the mutant known as Pyro, part of Mystique's Brotherhood. Once Wolverine can move again, ignore the flaming trees and take a left and fight the Thugs blocking the way. Run under the archway through more enemies and to the end of the walkway to pick up another **Health Pack** and **Energy Pack**.



A sudden cut scene like this usually means to expect a fight or an unexpected obstruction to break past.

Turn and head back toward the archway. Just before crossing under it, locate and climb a set of stairs to the left. Pick up the **Energy Pack** and **Health Pack**. From the top of the stairs, move to the landing and cross it, jumping down into a small stream of water flowing between pipes. Turn toward the large pipe and attack it, breaking through a blockage and into the pipe itself. Run straight along the pipe to the end, and attack this other end. To the right is the wall of fire that blocked the path before, along with a lone Thug.

The stairs lie to the left, almost hidden by trees. They are only visible while returning down the path.

Left from the pipe is another wall of flames. Look for a floating blue "X" over the fire hydrant to the left of the flames. This marks an object or location that is key to solving some problem. In this case, attacking the hydrant with Wolverine's claws forces it open, which extinguishes the fire.

Attack the bars blocking the large pipe at each end to use it as a tunnel.

EXTRA PACKS

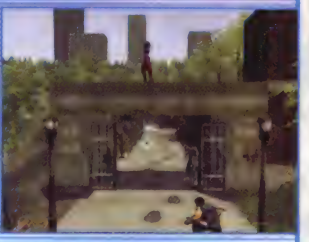
Between the various Packs that are strewn along the path and those dropped by enemies and destroyed objects, chances are you reach the 10-Pack limit for Health and Energy Packs. With multiple teammates, once one character has reached his or her maximum, check the rest of the team. If one member is at less than full health, restore him or her to maximum health, then pick up the new item. Fortunately, dropped Packs and other items don't disappear over time and only vanish once you leave the zone. If you can't make room for a new Pack, and you need one later in the same area, it's possible to backtrack and retrieve one that was left behind.

Just after the now-vanished flames is an Xtraction Point. These locations allow you to save your game now, and other features open up later. Save, then continue along the pathway in the Blob's footsteps. There are multiple foes along this brief pathway but they tend to attack one at a time. Passing under the next archway triggers a nastier fight.

Save every time you find one of these glowing blue Xtraction Points. They often come before a tough fight or other challenge.

MYSTIQUE

Mystique is a shape shifter and dangerous melee fighter, both traits to watch out for in the coming fight. Two of her goons slip into view to close a gate across the archway, locking Wolverine in for now and limiting the field on which to fight.



The main attack to watch out for is bullets flying in an arc around Mystique's body. This attack leaves her helpless, so circle behind her to attack. Mystique can leap up onto objects out of Wolverine's reach to use her gun attack, and also drop grenades for delayed damage. For most of the fight she's a slightly upgraded foe to go into melee against, with much more health than the typical goons that work for her. Use Wolverine's super-powered attacks against her to rapidly deplete her health.

At a few points in the fight, waves of Mystique's allies come out to help her. These are the typical Brotherhood Thugs and are no real threat one-on-one, but don't allow their numbers become overwhelming. At times when her Thugs swarm Wolverine, Mystique shape-shifts to a similar appearance. At other times, she shifts to look more like Wolverine, but just watch the enemies' health bars at the top of the screen to see which is Mystique when you attack in the crowd. When Mystique's health bar drops to zero, the fight ends even if there are some Thugs still capable of fighting.

After interrogating Mystique, choose the final dialogue option to end the discussion and continue. Continue just a bit further down the path to find an archway leading to East Manhattan.

TEAMING UP

Cyclops is standing on the other side of the archway, and he joins up once Wolverine moves near him. Now there are two characters to control, each with different mutant powers. Remember to equip Cyclops with any useful items. Don't shy away from taking equipment from Wolverine if you are short on equipment and it is more useful for Cyclops.

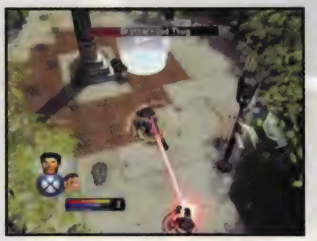
Approach Cyclops immediately upon entering the zone.

Until you become familiar with Cyclops, it's a good idea to control Wolverine most of the time. When faced with larger groups of enemies take control of Cyclops to keep him clear of the melee and let him attack with his ranged abilities.

TEAMWORK

Now with more than one character, new doors are opened. For starters, make use of Combos whenever possible. Use the Call Allies button to perform them at will. Some strong characters can even throw allies into the fray with the Use button.

Ignore the inviting archway just to the right of the entrance. There is only one direction to move, and that's along the trail of footsteps. Fight through a few more Brotherhood Thugs to a spire in the middle of a small circular walkway. Take out the various garbage cans around in the circle and save at the convenient Xtraction Point. Follow the footprints along the next section of path. There are a few more enemies to fight, but they don't tend to swarm in large numbers or use any new moves. Cyclops should be close to level 2 when he joins, and should level around this point.



The path curves around and leads back out into the city streets. Fight down the street, checking both sides for more useful objects to break. Watch to the left and take the turn-off that follows the Blob's trail. Fully heal both X-Men because they're about to face the Blob.

Level up Cyclops before taking on the Blob. Don't forget to adjust his stats and equip him properly.

Continue down the side street to a parking lot, and the game moves to an event mode. Here is a chance to rescue Alison as she fights to free herself from the Blob. Once the Objectives update, the team is sent directly into the fray.

THE BLOB

ATTRIBUTES: Physical Resistant

The Blob's Mutant Power lies in his immense bulk and his uncanny ability to remain in place no matter how much anyone tries to move him. He uses this ability to anchor himself and pummel foes while his bulk helps to protect him from normal physical damage.

Use the smashable objects lying scattered around the battlefield to the X-Men's advantage. Break these open whenever possible and put the equipment items, and Health and Energy Packs inside to good use.

The Blob doesn't take as much damage from normal melee attacks, but Cyclops's Optic Blasts work just fine. When directing Wolverine for any part of the fight, use Mutant Powers as much as possible, even if it requires the use of Energy Packs.

For the majority of the fight, control Cyclops. He can't stand up to many hits at his current lower level and against such a hard-hitting foe. Focus on keeping Cyclops well back, firing Optic Beams at the Blob and using Combos whenever possible. As Wolverine tends to stay up in the Blob's face, he should hold the Blob's attention most of the time. If the villain turns his attention to Cyclops, evade and run away as quickly as possible until Wolverine manages to catch the Blob's eye again.

THE BLOB CONTINUED

ATTRIBUTES: Physical Resistant

Other than hefty fists, the Blob likes to use a body-slam where he jumps into the air, then lands on his backside or stomach to send out a shockwave over a large area. These waves are damaging and knock the team back. This is one of the reasons to keep Cyclops as far out as possible. Use the first one or two to judge the area of effect and keep Cyclops outside it while staying within Optic Blast range. Expect Wolverine to take hits from the body-slam attack, but his Healing Factor makes it less of a problem. Switch between characters every so often to maintain their health levels.

The Blob may also pick up an object or even one of the cars lying around the lot and launch it. If he does launch a car, move back and watch where it's heading, then move well away from that spot.

With Alison following on the team's heels, wander around the lot to pick up any items missed during the heat of battle. You may need to pick up some of the boxes to and throw them if attacks aren't working. Don't forget to climb up the stairs to the second level while searching.

When done, head to the opposite side of the parking lot from the original entry point. Just down the street is the entrance to the next area.

THE RESCUE

First, visit the Xtraction Point just ahead. Move up the stairs to the left and onto the next highest roof level. Fight off the Brotherhood Thugs that appear, then return down the steps to the original level.

ON THE EDGE

The X-Men cannot fall from the rooftops, but enemies are not in the same boat. It's possible to throw troublesome enemies over the roof's edge, however doing so also throws away any items they may drop. Avoid tossing enemies off the roof unless absolutely necessary.

Use the downed Raven billboard as a bridge to the next roof section. Run across to confront the enemy on the other side, but be prepared. This enemy is a Brotherhood Insurgent, which has a ranged energy attack. Move back and forth while approaching to keep the enemy from getting a bead on any team members. Alternately, switch to Cyclops to take the enemy down with a ranged blast.

Head up the stairs and into the building. Another zone filled with breakable objects awaits, but first grab the **Comic Book** from the floor near the coffee table. This Wolverine comic is the first of the special collection objects that may be viewed later and increases Wolverine's stats. Destroy all the boxes, cans, and other item-filled objects while passing through the stairway in the left side of the building.

Many of these collectible items are located in more out-of-the-way locations.

THROWN TOGETHER

If too many enemies approach at once, grab a nearby can or box and launch it. If there are two or more enemies approaching and no objects are at hand, grab the first enemy and throw it into its allies lagging behind to buy some time to use ranged abilities before being completely swarmed.

After clearing the building, take the stairs up to the roof. Fight through a Thug over to the left side (from the top of the stairs) of this roof, and up onto a catwalk. Cross over the catwalk and a plank bridge onto the next rooftop. Concentrate on defeating the enemies first, then gather up the objects when they've all been defeated.

Once finished on the roof itself, locate the two stairways at the opposite end of the area. Take the one to the left, up onto a catwalk to a "MARVEL" sign. Destroy the two barrels here and pick up the two **Health Packs**. Return to the roof and take the other stairway into a walkway between fences. Fight off any remaining enemies and clear out the rest of the objects. Climb the plank to the left of this walkway to leave this zone.

Move a few steps along the wall and climb the plank opposite the stairs to pick up a **Health Pack** on the landing. Drop down to the next roof and run to the opposite end to destroy the garbage cans there. Turn right and run back along that right edge of the rooftop to find more stairs leading down to the lower rooftop level.

Circle around along the rooftop to the back of the stairway to pick up a hidden **Health Pack** tucked away in the corner. Follow the trail of paving stones back along in front of the stairway and around another corner to a new plank bridge. Cross over to the next roof, continue to follow the stones, and cross the next two planks.

Enemies don't usually stay where they start out. If they sense any characters climbing down a staircase, they'll come up to meet them.

With the rooftop cleared, circle around a set of stairs found at the end, turning a corner to fight past a few more enemies on the way to another **Health Pack** and **Energy Pack**. Return to the main rooftop section and head in the direction opposite your current position to another plank bridge. This one leads off to another rooftop. Expect to encounter another Insurgent here, then head along the narrow section of roof to reach another **Health Pack** and **Energy Pack** pairing. To the left of the last plank is a short staircase leading down to a final pairing of **Energy** and **Health Packs**.

Return to the roof where the team encountered the four Thugs and Insurgents. Climb the staircase at the end that was passed before. Halfway up the stairs on a landing is a **Danger Room Disc** that unlocks the "Teamwork 101" scenarios. After three more sets of stairs and connecting rooftop sections, the team reaches a catwalk connecting to one final rooftop. This last rooftop is the landing place of the X-Men's specialized X-Jet. Run up to the jet itself, and accept the prompt to move from the roofs into the vehicle.

To unlock most special scenarios in the Danger Room you must find Danger Room Discs such as this one.

Reaching the X-Jet automatically ends the first mission.

End of Mission

XAVIER INSTITUTE

CHARACTERS

MAGMA

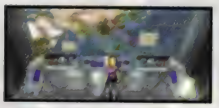
ITEMS

Danger Room Disc (Teamwork 102)

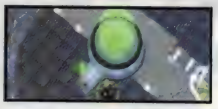
OBJECTIVES

Explore the X-Mansion and meet various X-Men

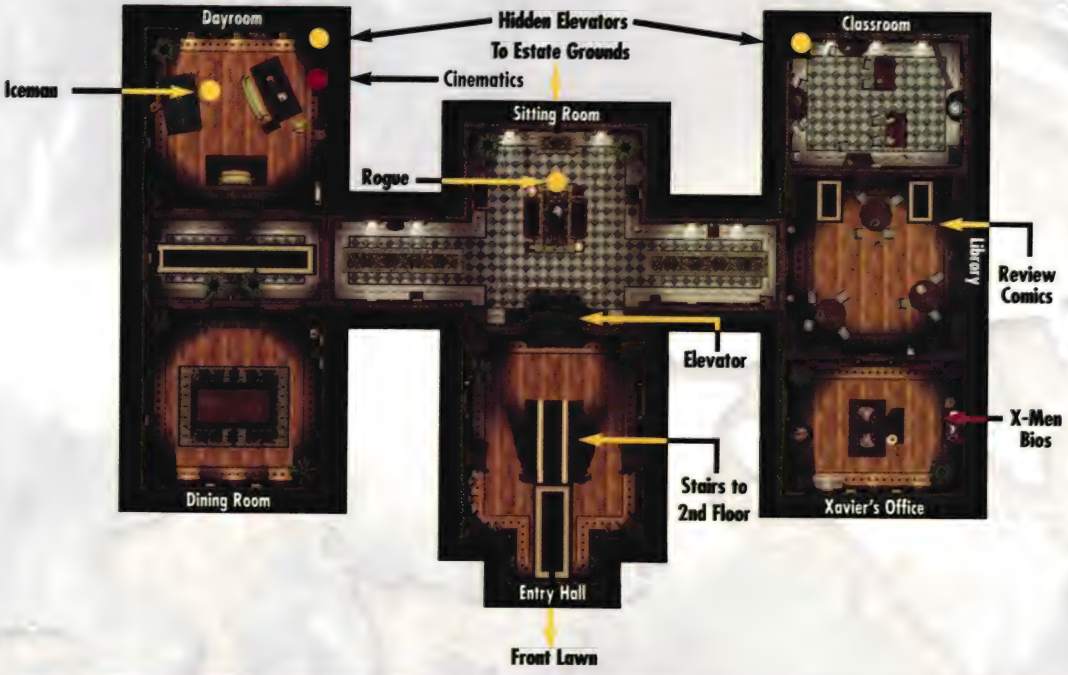
Finish the subbasement tour before starting the next mission



Use the console in the war room to contact Forge

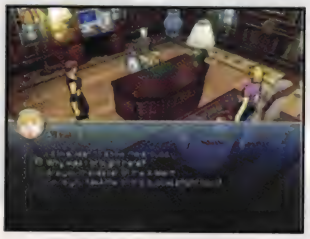


Go to the War Room to start the next mission



SETTLING IN

The X-Jet arrives at the mansion of Professor Charles Xavier, where Alison is welcomed and given the chance to take a tour. Ask Professor Xavier any necessary questions, then ask Jean Grey to show Alison around. While exploring the mansion, Jean provides a rundown of each room's purpose. Although they are marked on the map, the X-Men don't show up until after the tours are done.



THE GUIDED TOUR

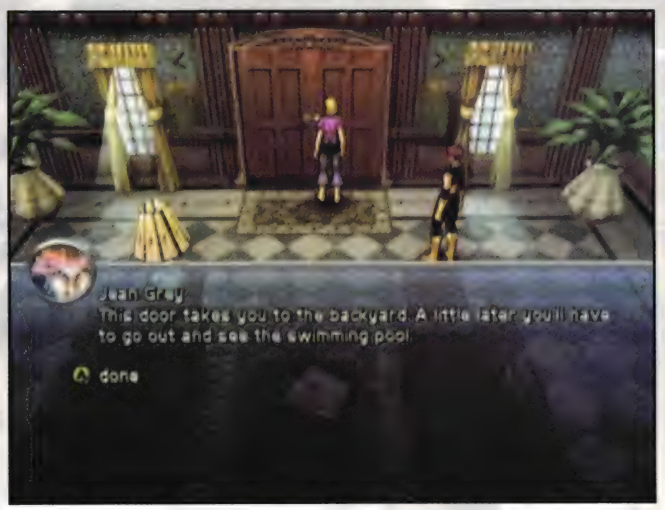
The only objectives that must be met are contacting Forge in the War Room and using the War Room Computer to start the next mission. Pick up the special **Danger Room Disc** before starting the next mission as it's not going to wait around for the next visit to the mansion. Additionally, talk to every X-Man available in order to unlock them before rushing on to the next section.

Within the Professor's study is an **X-Men BIOS** terminal. Speak to the Professor at any time to end the normal tour and go to the sub-basement. Use this opportunity to deck out Alison in any extra equipment available, although this isn't necessary unless you decide to enter the Danger Room later in the tour.

"Use" the bookshelf on the right side of the library to access the **Review Comics** option. Viewing the comics here adds stats to characters permanently. The Wolverine Comic collected earlier adds 2 to Wolverine's Strike and Agility for later missions.

The Comics add bonuses to the game, so don't miss any of them.

The estate grounds aren't an option for now, so use the entry hall to move to the front lawn, or climb the stairs to the second level. The elevators are temporarily unavailable for Alison's use. Explore the day room, which holds a **Cinematics** TV set.



RESTING PLACE

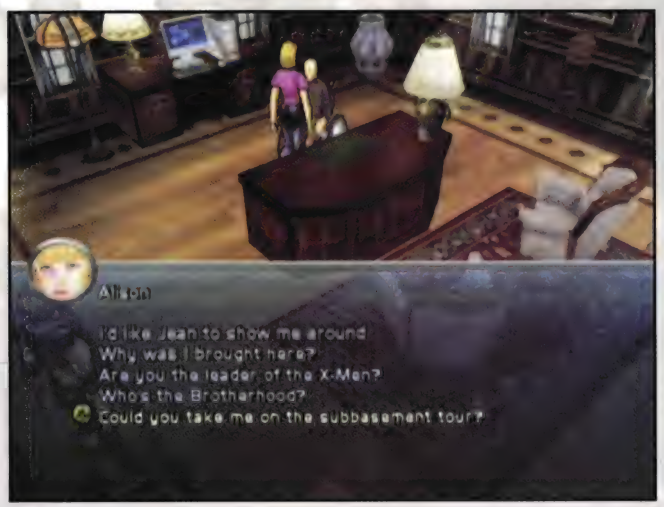
Visit the various bedrooms to learn a bit more about the inhabitants from Jean. Explore each room and don't miss the **Concept Art** collection in Colossus's room. The small living area one includes a TV set where you can play an X-Men **Trivia Game**. Each correct answer awards 6 exp, so give it a try whenever you have a bit of free time within the mansion and are close to leveling up.

KNOWLEDGE IS POWER

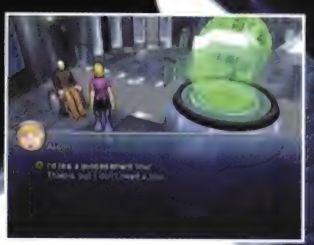
Within the Xavier Mansion, both the Trivia Game and the Danger Room within the subbasement award experience points. Magma is nearly level 2, so play a few rounds of Trivia to reach the next level.

Entering Alison's room prompts an offer from Jean, but it's not yet time to make a decision. At the end of this hall is a sitting room with a computer which allows you to review various **Load Screens**.

When finished with this part of the tour, return to Professor Xavier's room and speak to him again. Select the option for the subbasement tour and Xavier agrees to the tour.



GOING UNDERGROUND



Professor Xavier gives Alison the choice of exploring on her own or getting the guided tour. The guided tour provides more information as Professor X follows along, giving explanations of each area.

The tour starts out in the War Room. It holds the **Mission Control Computer**, which you must "Use" to activate new missions. The computer used to **Contact Forge** rests along a wall of the War Room.

USEFUL EXCHANGE

After this initial contact with Forge, the Xtraction Points in later missions may be used in the same was as the computer in the War Room. Use this opportunity to trade Tech Bits for items.

From the War Room, hang a right and head down the hallway. At the end of this hall is an Xtraction Point. After saving, turn left and head to the Brig. The main point of interest here is the **Brig Control Panel**. "Use" it to gain information about some of the villains faced thus far.

This Xtraction Point is the only one within the Mansion.

Return to the War Room, but continue past it to reach the room containing the mutant detection device, Cerebro. Alison cannot interact with this computer, so there's no need to dawdle here.

Next, visit the Danger Room's control room. A more formal invitation to stay at the Mansion is offered, but a decision isn't immediately necessary. When the conversation is over, move to the left corner of the room and pick up a **Danger Room Disc**. Move through the room opposite the doorway to access the Danger Computer and take part in various scenarios. The modes available reflect any discs collected. The scenarios award characters training here actual experience points.

After completing the tour, talk to Professor Xavier. This updates the Objectives and returns Alison to the subbasement's Xtraction Point. At this point, nearly the entire Mansion is available to explore, including the Elevators (hidden or not) needed to access other floors. Only the outside portions of the Mansion remain blocked.

The tall brown cabinets in two corners of each level hide elevators leading between each floor.

Return to the War Room. Access the Mission Control Computer and choose the option to start a new mission. This brings the X-Men running to Professor Xavier's call.

ON YOUR OWN

Start locating the X-Men. Talking to them may also unlock characters for use. Rogue is in the Sitting Room, while Iceman is hanging out in the Day Room. Storm is within her room on the second floor, while Beast is in his underground laboratory. Jean Grey has taken up a station within the medical facility. After speaking to an X-Man, he or she shows up in the X-Men Bios computer.

SUGGESTED CHARACTERS

CYCLOPS: His long-range attacks make him a good team member. His already higher level helps out, as does his Leadership ability once unlocked.

ICEMAN: Iceman's ability to make ice bridges allows you to fully navigate the maps, while his enemy freezing and armor abilities make him good support in a large brawl.

JEAN GREY: Jean's flight abilities are handy for some areas and her Telekinesis and multi-enemy psionic blasts are invaluable for crowd control.

WOLVERINE: Wolverine adds some much needed close-combat muscle to the team, making it more balanced. His healing factor also makes one less character you must constantly heal.

OBJECTIVES

Shutdown the outer perimeter transformers that power the surveillance system (5 total)

Defeat the tank to enter the inner grounds

Find the transformers for the interior door to the HAARP facility. (6 total)

Find and confront the Brotherhood within the HAARP facility

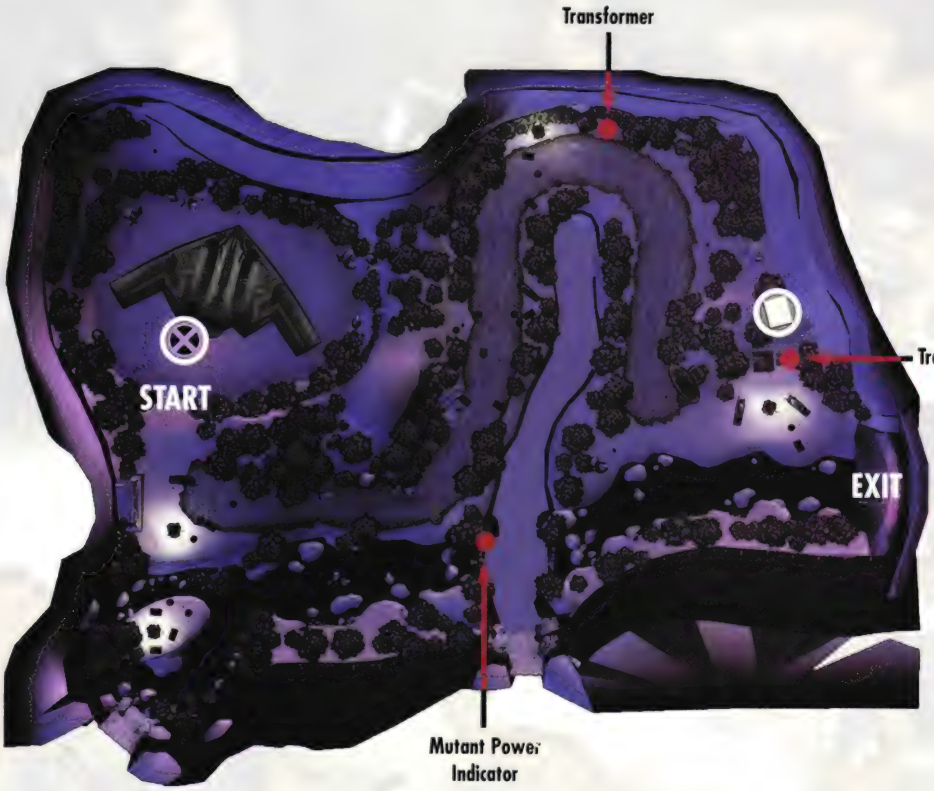
Locate Mystique or Toad to attempt to discover the Brotherhood's sinister plan

Defeat Toad before he escapes.

ITEMS

Health Packs, Energy Packs, Sketch Book (HAARP Soldier 1), Danger Room Disc (Combined Powers 101), Comic Book (Cyclops), Danger Room Disc (Challenge—Beast), Danger Room Disc (Combined Powers 102), Comic Book (Iceman), Danger Room Disc (Qualifying Exam 100), Sketch Book (HAARP Soldier 2)

HAARP FACILITY



BREAKING IN

As the mission briefing ends the team selection screen appears. For this mission, switch Storm out for Jean Grey. Some of the team hasn't been used before, so allocate character points and equip new teammates.

The action begins right at the landing site of the X-Jet, a short distance from the actual H.A.A.R.P. compound itself. Save your progress, then choose the character that you'd like to control for now. Those that have both melee and ranged capabilities tend to be best overall. Whenever the team is swarmed by too many enemies, move this active character back and use the ranged Mutant Powers against the foes. Always be ready to switch between characters whenever the action calls for it.

XTRACTION OPTIONS

This is a good opportunity to try out the new Xtraction Point option: sell off spare items that clutter your inventory, as well as a few Energy Packs. You're likely to collect many more of these than are needed, so convert a few to extra Tech Bits.

Use the Xtraction Point to visit the Danger Room. Two Teamwork options that have been unlocked allow you to get used to some of the new mutants on your team and level them up a bit.

From the X-Jet, move straight ahead to the barrel which marks the start of the path. The main objective here is to destroy five transformers to gain access to the next area. The main obstacles are the camps of guards that protect the zone.

The HAARP Security are the easiest to defeat, armed only with simple melee batons. Use a crowd-control power like Jean Grey's Telekinesis or Psychic Shout, or Iceman's Freeze Blast to even the odds. Things become trickier when HAARP Soldiers and their fast-firing rifles join the fray. Luckily they're not always good at tracking, so keep running perpendicular to the gunfire to dodge it. When possible, pick them off with a ranged power before they can draw a bead on any teammate.

If you decide to take the fight up to a foe, watch out for nearby Soldiers that open fire.

After clearing first camp, continue straight ahead and down to a small island in the middle of a stream.

ROSTER SUBSTITUTIONS

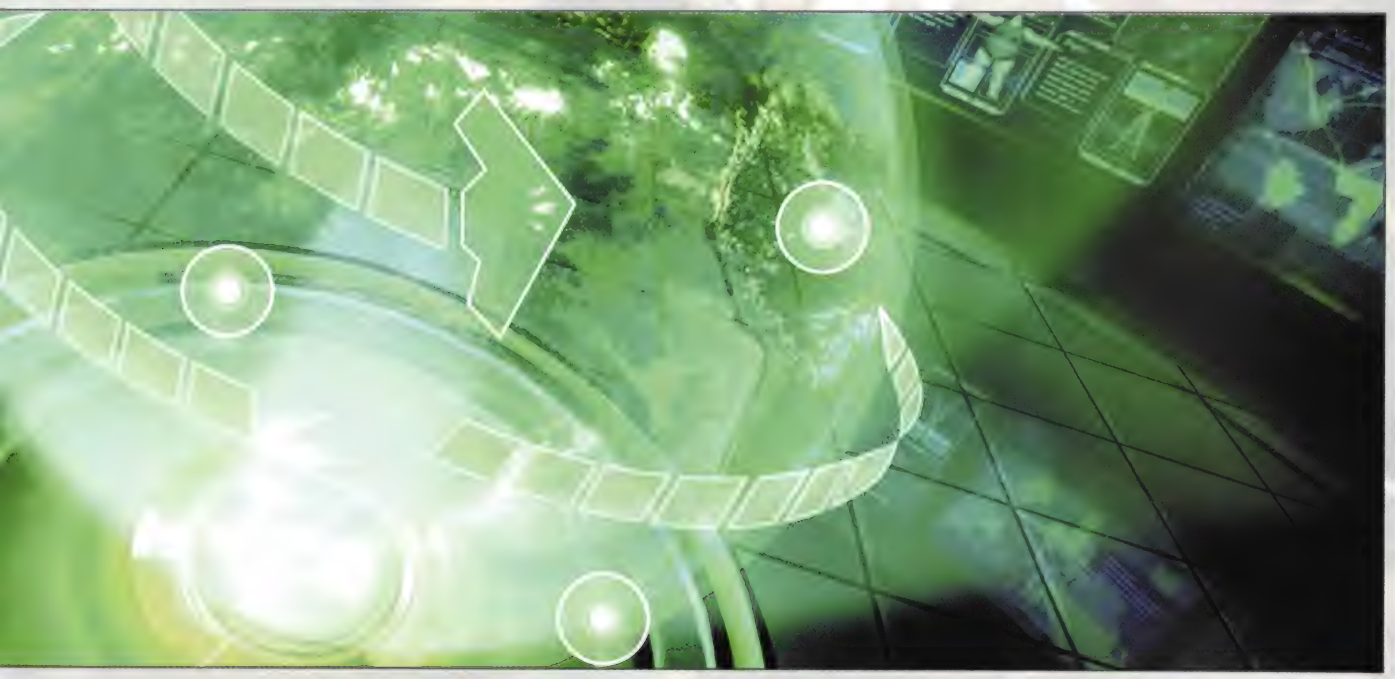
While the best team for the job is outlined at the start of this section, sometimes things may not go as planned and one of your mutants is taken down for the count. If this occurs, the choices for a swap-in are Storm, Rogue, and Beast. If Wolverine goes down for the count, select Beast or Rogue. If one of the longer-range fighters goes down, go with Storm. Keep in mind that Jean Grey, Storm, or Rogue should be on your team at any given point for their Flight capabilities.

POWER TRIP

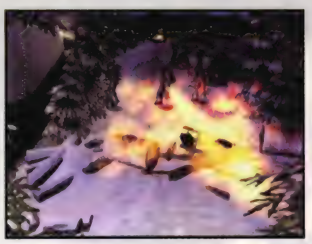
Spend any points earned while gaining levels on Flight for Jean and Ice Tracks for Iceman. Each is a useful method of transportation or escape route in a pinch. Beyond this first allocation of points, save up to unlock Iceman's Ice Shards and Ice Armor, Wolverine's Claw Flurry, Cyclops's Optic Sweep, and Jean Grey's Psychic Shout. Iceman's powers give him a broader range of abilities and make him a great support character for your active control. Wolverine's and Cyclops's powers allow them to attack multiple enemies, useful in these large scraps. Psychic Shout can be the most important Mutant Power when trying to keep large groups of enemies subdued. Set the team's AI powers to those most useful for fighting off a crowd.

Follow the river to the edge of the cliff where a blue "X" floats. Switch the active character to Iceman and move him just short of the symbol. Face the cliff and use Freeze Blast. Be careful when navigating narrow bridges like this, either character-made or already formed. Unlike the rooftops of the city, characters can fall over the edge of a chasm.

Check the description of each Mutant Power to see some surprising applications, including Iceman's ability to form bridges of ice.



Leave the ice bridge alone and move left (if facing the cliff) onto a worn path in the snow. A few steps along the action stops for a moment as a HAARP Flamethrower takes action, setting fire to a quickly-made barricade and attempting to the team's progress. These HAARP troops act much like the Soldiers, standing back and unleashing flames from a distance.



Move Iceman up to the barricade and unleash another Freeze Blast directly at it. Be careful in taking out the foes as they've had time to set up a solid formation. Use Ice Armor to protect Iceman, use Freeze Blast to slow down the enemies, then use Ice Spikes and melee attacks while Wolverine keeps the troops occupied up close. Once Jean has Psychic Shout, use it to keep at least some enemies stunned. If she's not using it enough, take control of her until some of the foes are thinned out.

Some applications of Powers aren't listed in the Power itself, such as Iceman's ice powers putting out fires.

TOO MUCH TO HANDLE?

If any team member loses consciousness, return to an Xtraction Point to change your lineup. Swap out any unconscious fighters, and replace them with reserve team members. For this mission, keep either Iceman or Jean Grey available as these are the two that can form bridges to cross a chasm.

Expect more enemies come out to attack as the team approaches a bend, although not quite as many as swarmed you before. These enemies guard the first of the transformers. Defeat the foes and attack the transformer with melee strikes.

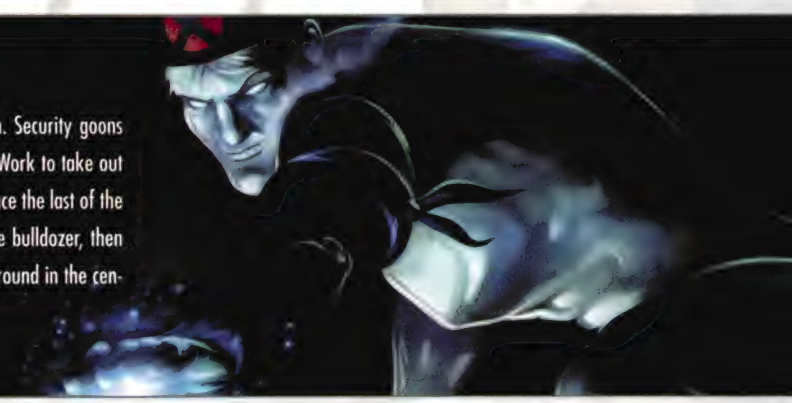
To help locate the generators, watch the small map display on the screen. Transformers show up as yellow "X" marks.

Continue along the path's twists and turns back to another section of waterway. At the end of the path, bear left to another encampment of goons beside a doorway to a new section. Fight them off, then destroy the second of the transformers inside the camp. After destroying it, leap up to the ledge behind and between a cluster of three pine trees, then search for a **Sketch Book** on the ground.

After collecting any last items, approach the door that leads to the next section, The Bridge, where the final three transformers are located.

TROUBLED WATERS

Immediately turn left to leave the river and move onto another path. Security goons appear one or two at a time in waves with a Soldier firing in support. Work to take out each enemy quickly as it arrives and stay out of the shooter's range. Once the last of the foes near the campfire are defeated, continue along the path past the bulldozer, then turn farther right to leave the path and climb up onto an "island" of ground in the center of the twists of pathway.



Move up to find a **Health Pack**, and the third transformer to destroy. Return to the path and battle to a concrete bunker to another encampment guarding the fourth transformer. Climb up onto the embankment behind the bunker. Here in a small open space between the trees is a **Comic Book**. Return to the path and continue along to reach its end. Here is another bunker, and another heavily fortified encampment.

STRONGER AND HEALTHIER

With so many enemies swarming the intrepid heroes, chances are that the team is running low on both Health and Health Packs. When a character levels up, he or she automatically returns to full Health and Energy. Use this to your advantage; if an X-man is about to level, hold off on using Health Packs on him or her if possible.

If you need to return to the previous zone, travel up the river to a bulldozer and rockslide. Pick your way over the obstruction to reach the door to the previous zone. To continue in this zone, turn left along the waterway and follow it under a bridge. On the right bank of the river is the final transformer.

The height of the bridge beside the Xtraction Point may help you find objects missed earlier.

With the last generator destroyed, continue up the river. Upon reaching a snow-covered mound of rock, climb it, circle around and up onto the bridge. Use the Xtraction Point here because another tough battle is just ahead.

After saving and checking in with Forge, travel across the bridge. Halfway across, the door on the other end opens, and a tank rolls out, accompanied by two HAARP Security and one Soldier.

TANK

For this fight, control Wolverine. Use Claw Flurries if any of the human foes get in his path, but otherwise concentrate on the tank. The goal is to take out this vehicle and meet the final part of the Objectives for this map section.

During the fight, waves of enemies continue to come out of the woodwork, but the other X-Men should be able to handle them. The tank's weapon rotates on a turret, following the active character. The group of three missiles it fires inflicts a great deal of damage to any character in their path. For this reason, keep Wolverine away from his allies so that they don't fall in the missiles' path. If Wolverine gets hit, his Healing Factor should compensate for the damage, but use Health Packs when necessary to keep him going.

While the tank looks imposing, it should be no match for Mutant Powers. Use Wolverine's Brutal Slash as often as necessary against it, stopping only to dodge missiles or close enemies. Once the tank is destroyed, mop up any of the human fighters that are still lurking around.

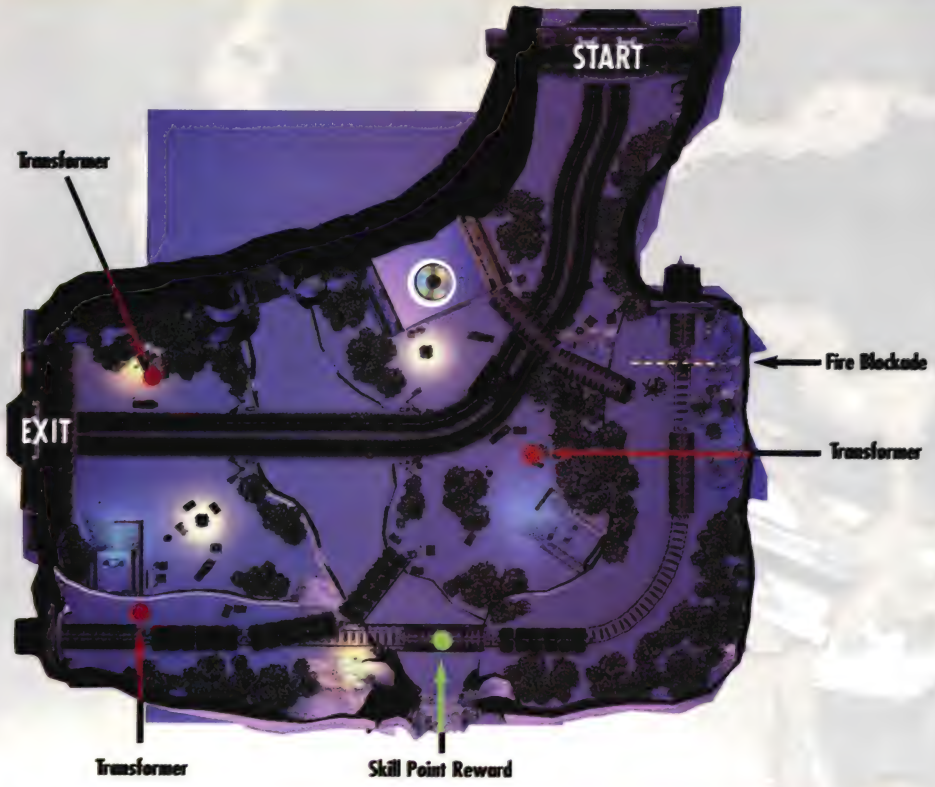
Return to the Xtraction Point to save, then cross back over the bridge to the door. Open it, and enter the Outer Grounds.

ENCORE!

It's time to hunt down and destroy more transformers to continue into the main building. Run down the road a short distance and take care of the enemies that greet you, continuing until the way is blocked by a wrecked section of train. Two darker red containers marked with silver panels are explosive, and damage any character standing nearby if they are destroyed.

EXPLOSIVE PERSONALITIES

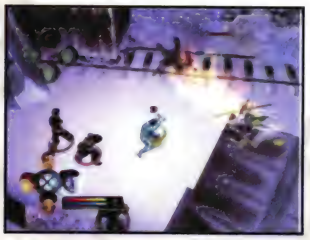
Detonate these dangerous containers from a distance with Mutant Powers such as Cyclops' Optic Blast or Iceman's Ice Spikes. Damage enemies by nailing the explosives from afar while a foe is standing nearby. These objects may be picked up and thrown (they explode upon impact), but doing so leaves the throwing character open to attack.



With this area cleared, climb up a short rock slope to the left to a patch of blazing fire. Without getting too close, use Freeze Blast to put out the flames. If Iceman is unavailable, edge carefully past the flames or flying across, but either way risks taking damage from the heat.

Head past the railroad cars and follow the train tracks to a flatbed car. Switch to a character that needs to earn an extra skill point. Jean Grey is a good choice as it allows her to improve her psionic abilities. Move from the flatbed up onto the next railroad car with a jump or Flight. Move forward until a yellow "SK" appears on top of the car.

Head back along the tracks and leap down just on this side of the wrecked train cars, bypassing the obstruction. Keep the team together when leaping down and use protective Powers to minimize any damage. Make good use of crowd control tactics and use Energy Packs as needed. Head up the road from the wreck and watch to the left for the first of the transformers. On the roof of the building is the Combined Powers 101 **Danger Room Disc**.



The Skill Point bonus hidden here is only good for the active character, so use the one you want to make stronger!

Check this side of the trains for more helpful objects.

ROUND 'EM UP

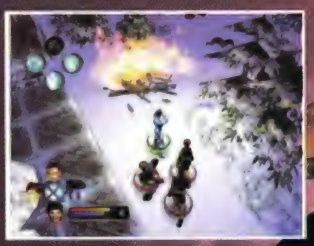
Use the Call Allies button to keep teammates close at hand., which is especially useful in this area. If a character jumps down in the midst of enemies without backup, that character's health will vanish quickly. Trying to cross the chasms along narrow walkways while teammates are scattered risks one accidentally stepping over the side while taking the shortest route toward the active character or a group of foes.

After the bridge is destroyed, head off the road to the left, following the edge of the chasm. Climb up a derailed flatbed car when it's found, then go back up to the upper section. Move alongside the attached cars to destroy any objects. After bypassing the chasm with destroyed bridge, leap back down to the lower level.

There are two more camps of enemies to face, one on each side of the road. Each guards one more transformer. After clearing this section past the bridge of enemies, objects, and transformers, continue along the road to the final exterior portion of the HAARP facility.

PROLONGED EXPOSURE

Turn right to visit the Xtraction Point by the doorway and save. Move past the bunker to fight off the zone's first enemies. Head to the bunker itself, and use it to climb up to the raised area of land behind it. Another encampment (this one includes all three enemy types) guards the first of this section's three transformers.



With the fourth transformer overall destroyed, continue along the raised section. Freeze Blast through the flaming barricade, then collect the items from the objects in the ruined camp.

Run slightly back and down a snowy slope of rock back to the original ground level. Continue down the road away from the original starting point. At the rockslide partially covering the road, climb to the left, up to the fifth transformer overall and its guards.

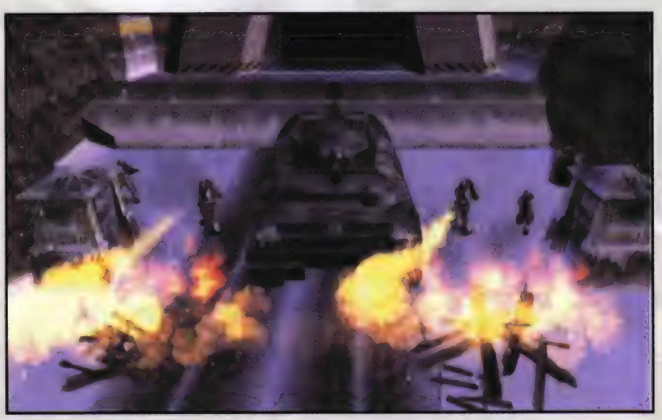
SHOPPING SPREE

Visit Forge's workshop and start making decisions about what you must keep. Sell the rest, and use the proceeds to buy equipment items to fill any equipment slots. Don't forget to sell off extra Energy Packs, then make a circuit of the area to pick up any left behind previously. Health Packs are more valuable, so only sell those off if you have a surplus waiting around waiting to be collected.

Return to the rockslide. From there, head back to the road on the further, unexplored side. Pick up the **Energy Pack** and **Health Pack** from behind three breakable objects, and continue slightly ahead to pick up a second **Health Pack** from behind two more barrels. Pick up the **Danger Room Disc** from the rooftop. This one unlocks the scenario Challenge—Beast.

Climb from the first bunker to the second along the roadway to claim a third **Health Pack**, then leap down from the roof to a slightly raised area above the road. Behind a pack of guards is the last of the transformers to destroy. Leap back down from this raised area to ground level once more.

With all six transformers destroyed, return to the Xtraction Point and save. Head down the road toward the door on the opposite end of the area. A tank rolls into view, accompanied by guards, including HAARP Flamethrowers which set two barricades ablaze. It's time for another confrontation.



TANK #2

First, get rid of the flaming barricades to remove their potential damage. Protect Iceman with Ice Armor, then move in with him as the active character. Hit each section of fire with Freeze Blast, but keep moving between to prevent the missiles from locking on him. Switch to Wolverine.

Once the damaging flames have been extinguished, use the same strategy from before. There are a few explosive devices along the right wall which may be picked up and launched for extra damage. You must time things just right though to prevent taking damage from a missile attack, or from the explosives themselves.

This second tank is a beefier than the first and is more prone to use its missiles, which track better than before. Even with its upgrades, it's still no match for the X-Men and Wolverine's slashing powers.

Mop up any remaining enemies, then head for the doorway. It's time to take the fight inside.

OUT OF THE COLD

The small white jugs are compact explosives that pack a punch.

Right inside the doorway is a handy Xtraction Point. The current objective is to locate the Brotherhood, so continue on and start searching. Wander around this first empty area clearing out objects, including lockers against the wall. Climb the stairs and clear off the higher-level walkway, leaving the small white jugs alone.

Head through the door and into a hallway. The guards erect a barricade across part of the hall, so you must find a way past. Turn right through a door into a room. Clear out the lockers, then use a solid Mutant Power like Cyclops's Optic Blast to break through the barrier, but that may require a few applications. Alternately, pick up one of canisters in the room and throw it at the wall.

Jump through the hole in the wall, but be prepared for the swarming enemies inside the room. After clearing the room, break through the next wall. Clear out this next area, then take a left through the door and back out into the hall.

CHARACTER DEVELOPMENT

With so many foes defeated, the team should have plenty of character-building points to spend. While developing characters, concentrate on one or two fields for each character, selecting the abilities to complement these fields. Having a team full of specialists is better than having a team where each member can do a bit of everything, but no one can perform any one task well.

Once out in the hall, go left and fight back up toward the barrier. Use some of the explosive canisters along the hall to help shorten battles. With the hallway cleared, find the control panel next to the barrier and "Use" it to turn off the lasers, making this area easier to access if a return trip is necessary. U-turn and head back down the hall. The door at the end is locked, so head left and fight through to another door at this end of the intersection.

After entering the new warehouse area, take a left and descend the stairs. The enemy waiting here is a new type of guard, a HAARP Officer. These human foes are resistant (but not immune) to physical attacks, and have some heavy firepower. They also use bright flashes to blind and disorient the team temporarily, blocking your view of the fighting. Allow your teammates to swarm the enemy, and switch to a character with a strong energy-based Mutant Power to pound on this new foe.

HAARP Officers are marked by a green glow surrounding them.

Travel clockwise around the room. Guards of all types are stationed in various locations, but are usually found alone. In the far right corner of the room (northeast on the map) is a second HAARP Officer, this one holding a **Proximity Keycard**. With the Keycard in hand, return to the hallway and the locked door. Open it, and move through into the Mess Hall.

MAKING A MESS

If you want to blow the explosives up from a distance, do it quickly before any teammates move up to fight the enemies.

The team is greeted by objects and one explosive item thrown into the mix. The next wave of foes waits down the hallway near another grouping of objects. Fight to the end of the hall, then turn around to face the original starting point.

Move back down the hall and take a right, into the mess hall itself. Take the first left from the mess hall's entry door and enter the small storeroom. Among the usual fragile objects, and tucked away in a corner, is the **Danger Room Disc** holding the Combined Powers 102 course. Step through the next doorway, and in this small center room is additional storage. Clear out everything and step through the next door. In this last room is another HAARP Officer, along with a HAARP Soldier. Take them out, go through the door to the right and return to the mess.

Hang a left to exit through the opposite door from the mess hall, leading to a new hallway. Take the brief left (away from the laser grid barring the hall), and head into a new room. Fight through to the room's right-hand wall, then break through the wall into the next room. Once the room is clear of items and enemies, pick up the **Health Pack** from one of the beds near the door. Locate the control panel for the laser grid next to the doorway of this room, turn it off, and head back through into the hall.

Back in the hall, take a left and run down the hall until a team of guards blows up one of the hallway walls. Enter the room that the guards were hidden in to take out any last stragglers. Continue down the hall to find the doorway into the Systems Operations zone.

Be ready for a fight against some minor enemies while traveling through this electricity-filled zone. Run down the walkway in the center of the room.

Next, head through the door, enter the next room filled with small variety of human guards. Take the door along the left-hand wall. Follow the right-hand wall and watch out for both gunfire and explosives. Go through another open doorway at the other end of a "U" from the entry point of this hall.

From this new room, use the opposite doorway or create an opening through the wall to the next room. Head down the steps to clear out any enemies in the lower section. Return to the upper half and head through a second doorway along the right-hand wall.

Go down the stairs and through the lower portion of this room, then head up the stairs on the other side. Follow this second raised portion of the room to a doorway and step through. Activate various defensive powers because just down this brief hallway is a fortification of Soldiers and a Flamethrower. Get close enough to use a Psychic Shout and other crowd-control moves to minimize the damage. Head through the door at the opposite end to move into the Satellite Control Center.

After fighting past the first wave of enemies, follow the hall to the left to an Xtraction Point. After saving, move straight up the hallway from the Xtraction Point to a doorway in the wall. Open it and step through.

A set of stairs inside this room leads down into a large group of enemy Soldiers. Fight up the stairs across the room, heading through the doorway found there.

Pyro has good defense, being resistant to energy attacks in general, and his offensive flames can be deadly. Immediately upon entering the battlefield, power up characters with any defensive Mutant Powers available before closing in on the dangerous foe.

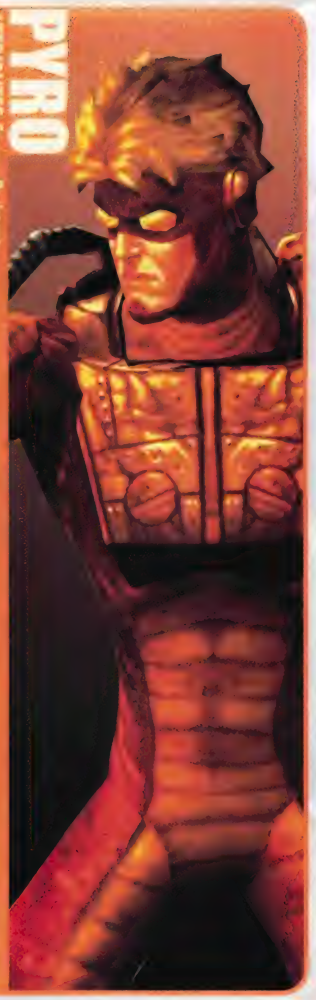
Watch out for Pyro's ability to summon a pair of Fire Demons to assist him. These foes don't have a great deal of Health so take them down quickly whenever they appear. They knock down the team's Health from the flanks while if you concentrate on Pyro. These fiery creations are Energy Resistant like him, so hand-to-hand is the fastest way to eliminate them.

Pyro also likes to start fires at various points around the room. These damage any characters that wander too close. Take control of Iceman when this happens and put out the fires with a quick Freeze Blast or two.

Pyro may pause for a moment and call down a blast of flame all around him, a move he tends to use when surrounded. He can also send jets of fire back and forth in front of him, a long-range attack that damages anyone in the area. It's best to get behind him and attack from there.

For the largest portion of the fight, control Wolverine and take Pyro's Health down with Brutal Slash. Make good use of Energy Packs since the goal is to take the mutant foe down before he can whittle away at the team's Health Pack reserves. Use Iceman to extinguish fires, renew their armor and use Freeze Blast and Psychic Shout to weaken Pyro.

This is a brutal fight, so keep an eye on everyone's Health. Use Health Packs accordingly, but there is more to go after this fight.



After Pyro falls, save the Xtraction Point. However, consider creating a new save here. Return to the scene of the battle, face the flames, then scan the wall to the right to find the exit.

While navigating this short hall and fighting the enemies that appear, be aware of the long silver canisters standing around. These are a third type of explosive. Their appearance is well-timed since from this point on Mystique and her Brotherhood hold sway, and the previous HAARP goons are replaced by Brotherhood Marauders.

The Brotherhood Marauders are Energy Resistant, so fight them one at a time, focusing melee attacks on each enemy. Resist any urges to move further into the hall until the current Marauder falls. The Marauders use strong melee attacks, but they're also fairly slow. They also punch the ground and send out a shockwave of force. Jump over the wave when one appears, although they tend to save this ability for larger, more open areas.

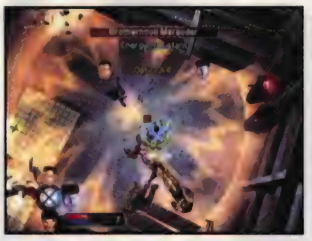
Combo attacks remain effective against the Brotherhood Marauders.

MEDIC!

With these tougher foes, chances are good that Health Packs are used up quickly until you get practiced at fighting them. If the fight against Pyro used up too many Health Packs, there may be trouble. Consider loading a previous save and face Pyro again, working to conserve more Health Packs. Alternately, pay a visit to the Xtraction Point and run a few Danger Room scenarios to collect additional Health Packs.

Open the doorway in the right side of the hall, taking the exit into a new section of hall. Here useful objects are interspersed with two different types of explosive.

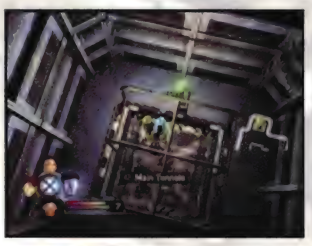
From the hidden room, move down the hall to reach a door at the end, leading into another larger room. The Marauders in the lower section start using their shockwave attacks.



These attacks are as dangerous for their knockback as the damage they inflict.

From the entrance, go down the room to a niche below the left side of the landing. Break open the large green storage objects near a barrel, and collect the **Comic Book** that appears. Search the corner of the room for an elevator and control panel.

Destroy the green storage container to unearth this Comic Book.



DOWN UNDER

After emerging into this underground section, return to the Elevator to save at the Xtraction Point. The first foes show up as the team approaches the part of the chamber near a construction vehicle.

The foes this time are Brotherhood Revolutionaries, mutant foes with a Physical Resistance. Use energy-based Mutant Powers to take these enemies out, but the Revolutionaries also have ranged energy attacks. Slow them down with a Freeze Blast and Psychic Shout, then blast away, popping an Energy Pack or two if needed. Don't be afraid to take the fight to them directly with melee attacks. These attacks don't do as much damage, but the enemies have a harder time using their dangerous ranged attacks.

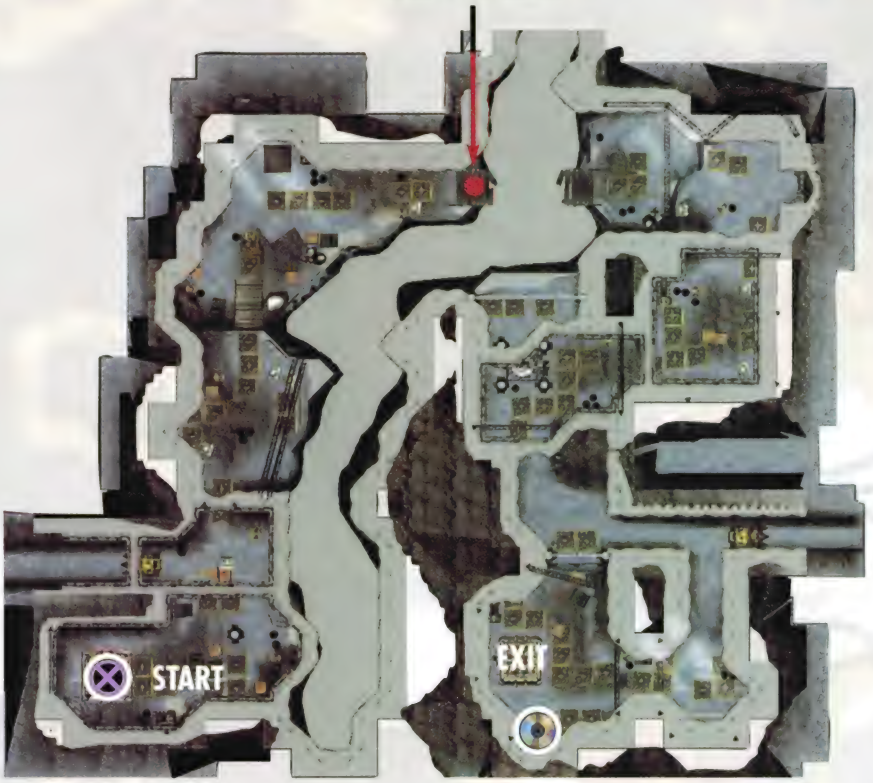
Deeper into the chamber, Brotherhood Marauders begin to show up again. Use a mixture of physical and energy attacks against the right enemies, which gets to be tricky. Switch to Wolverine and concentrate on the Marauders while the energy-based X-Men pick off any other foes. Shortly past the place where the chamber narrows is a stairway leading down to lower tunnels. Battle through the enemies that appear to what's left of a rickety wooden bridge.

NEEDED ABILITIES

It's a good idea to keep a string of saved games for a zone rather than copying over the same one or two files. For this particular area, if you do not have either Jean Grey or Iceman in your team, you cannot create the necessary bridge to proceed.

Switch to either Iceman or Jean Grey and approach the Mutant Power icon near the broken-off end of the bridge. Use Freeze Blast or Telekinesis to form a bridge over the chasm.

Another Revolutionary waits on the other side of the bridge. Take him down before climbing a set of stairs up to another Revolutionary. Follow the cavern's twists to the right, progressing slowly. Advancing too quickly leads to an overwhelming number of enemies.



When the path splits into two, go straight ahead. Drop down off of the ledge into an open chamber. Along with a nest of enemies and objects, there is an elevator leading to the next zone. Avoid it for now, heading left to a tunnel sloping around and up to finish up the circle. Continue around and back down to clear out all enemies before dropping back down into the chamber.

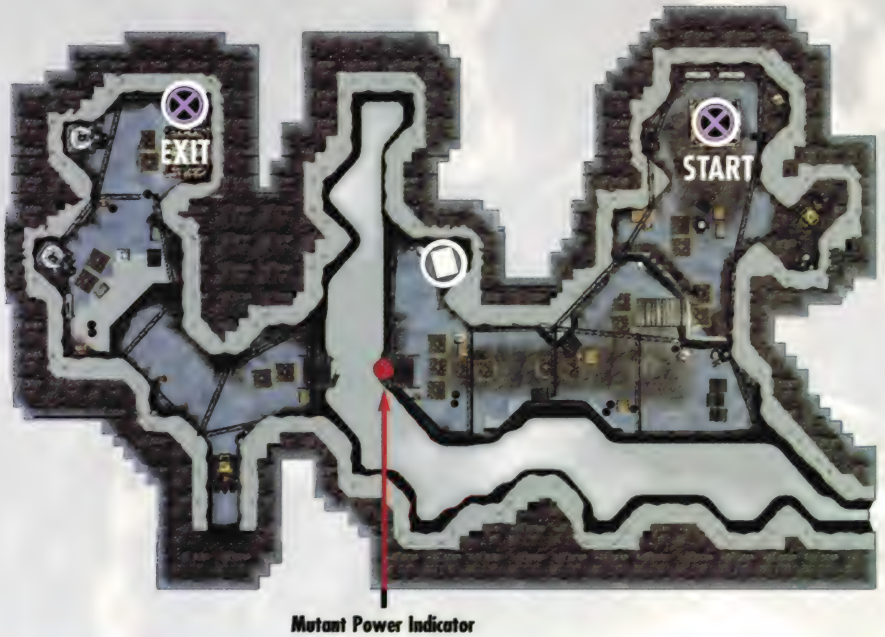
Before using the elevator, step to the left and pick up the Qualifying Exam 100 **Danger Room Disc**. Take the elevator down into the second half of the tunnels.

THE HOME STRETCH

Fight from the entrance to the stairs leading down. Save at the Xtraction Point that appears on the elevator, then go down the stairs. Near the next broken-off bridge across the chamber are four more enemies, so be prepared for their onslaught. Don't run away from the fight! There is a **Sketch Book** amongst the objects tucked away in the corner.

Use Freeze Blast or Telekinesis to form a new bridge across the short chasm. In the upper section is a new foe, Brotherhood Usurpers. They are Physical Resistant enemies who send waves of stunning force in front of themselves. Circle around to their side or stand back out of their power range and pummel them with ranged energy attacks. Don't advance too quickly or more of the other two enemy types will join the battle.

Save at the Xtraction Point beside the final elevator. This is the last stop before the mission's final battle, so make any further preparations in the Danger Room or with Forge now. Head up to the VTOL Pad using the elevator.



Mutant Power Indicator

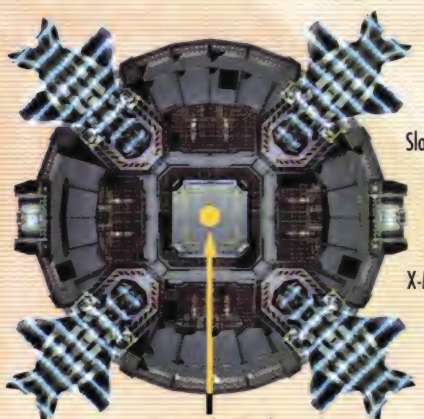
TOAD

Toad is resistant to multiple forms of damage, making no one attack the key to defeating him. Whenever the team reaches him, strike with melee attacks interspersed with the strongest Mutant Power attacks available.

At each corner of the landing pad is a jet. At the beginning of the fight and after every 1/4 of his hit points are lost, Toad leaps over to one of these jets in an attempt to escape. When this occurs, pound away at the jet with fists and strong attacks such as Brutal Slash. While striking at the jets, avoid Toad's green spitting attack which reduces the Energy of any character it strikes. He generally launches this attack at the active character, so use one that's out of Energy to allow the others to expend their Energy more constructively.

After destroying a jet, Toad returns to the center of the field. If possible, having some teammates attack him from afar is ideal, but most tend to be low on Energy. Trigger defensive abilities, then switch to any character that's low on Health to use as the active character. Whenever characters crowd Toad, he uses a Tongue Lash ability, which changes the action to slow motion. The mutant tongue spins around in a circle, damaging and knocking back any X-Man it strikes. Press "Jump" to leap over the tongue as it whips around to avoid damage. Just don't expect the other three X-Men to follow suit.

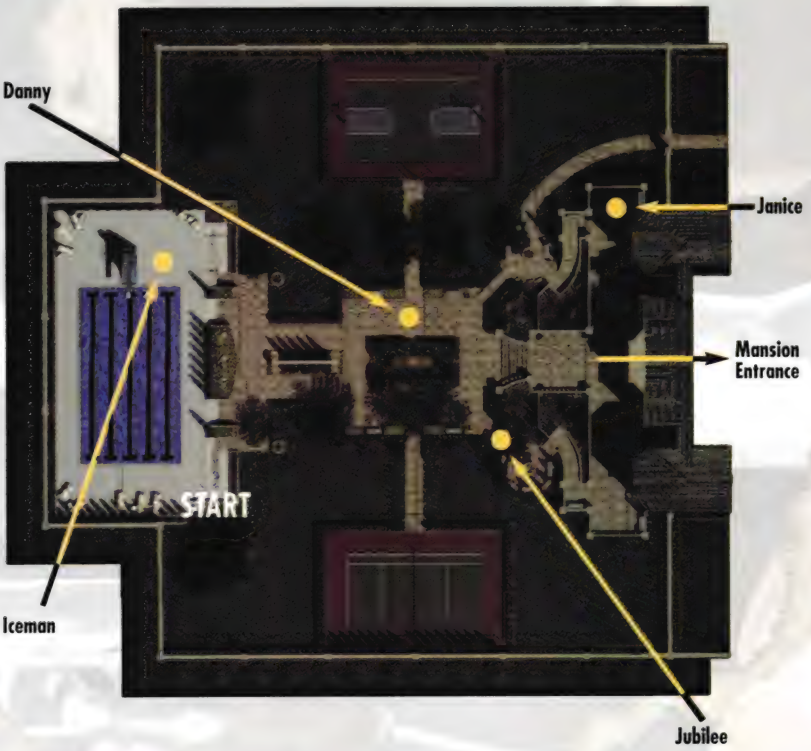
After the first jet is destroyed and Toad's initial use of Tongue Lash, some HAARP guards appear periodically. Switch your attention to them long enough to take them out before they attack the team's flanks.



Boss Fight: Toad

Slowly chip away at Toad's Health with the strongest attacks available. Replenish each character's Health as needed. Even a few Health Packs should leave the team in a good position to outlast this Mutant outlaw. After each of the four jets has been demolished, the Toad should fall before the X-Men's combined strength.

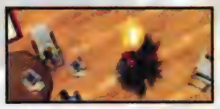
XAVIER INSTITUTE



CHARACTERS

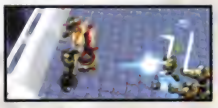
MAGMA

OBJECTIVES

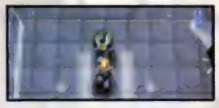


Talk to Nightcrawler to play his Sentinel flashback

Find Professor Xavier somewhere in the subbasement



Go to the Danger Room to learn more of Magma's powers



Talk to Beast to unlock the Juggernaut flashback

Proceed to the War Room and attend mission briefing

ITEMS

Health Pack, Danger Room Disc (Protect 202) (More items available in individual Danger Room sequences.)

STUDENT LIFE

Alison starts out next to the school's swimming pool. Although there are specific objectives to meet, take the time to gain a bit more knowledge about the school and world. Speak to Danny and Janice, then find Jubilee outside near the mansion, and talk to her to get more personal information about her, and unlock her for future use.

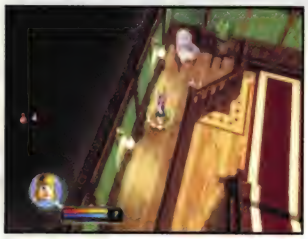
CASUAL CONVERSATION

NPCs with something to say have yellow exclamation marks over their head. This doesn't guarantee that their information is necessary, but it does help flesh out the world and gaps in your knowledge. Other times, the act of speaking to a character is important.

Enter the mansion and immediately head for the subbasement. There are other tasks to perform before touring this lower level again, but the first order of business is to save at the Xtraction Point. Afterward, take the elevator up to the second floor.

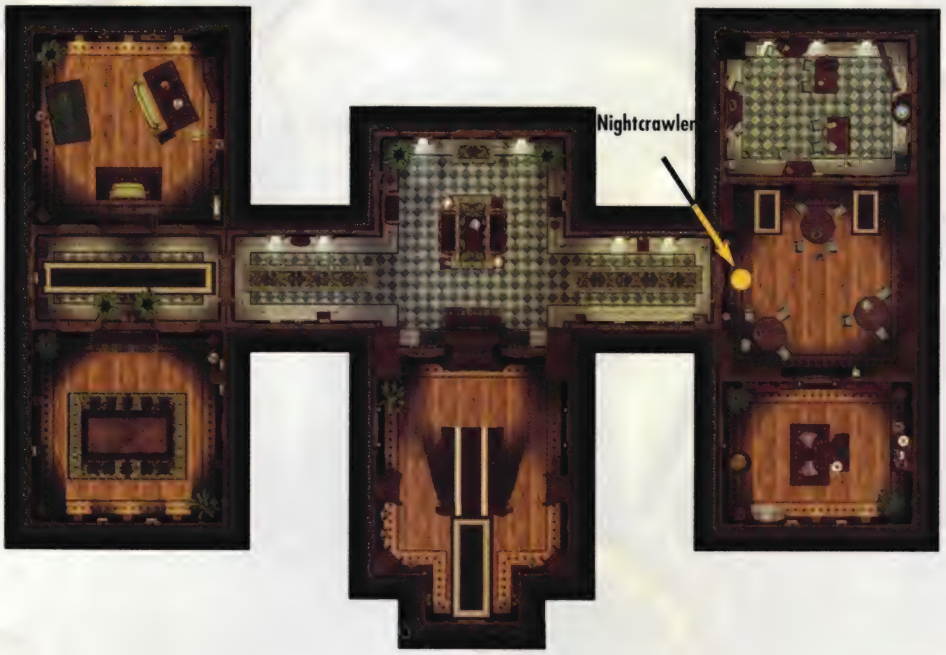
Grab the **Danger Room Disc** next to the stairs. To reach it, turn right at the top of the stairs, then another right to run down the narrow walkway overlooking the steps. The Disc is at the end, and holds the course Protect 202.

There are no characters that actually speak to Alison on this level, and there are only a few new items lying around in rooms, which are marked on the map. After finishing here, take the elevator back down to the ground floor.



Items like this Danger Room Disc don't wait around until the next visit to the mansion.

Head down the hall from the Sitting Room toward the Library. There is a brief noise and flash of smoke, and another Mutant is suddenly addressing Alison. Speak with Nightcrawler, selecting each conversation choice in turn and ask him about the Sentinels. After the conversation, you are prompted to participate in a flashback involving the Sentinels. If you forgot to save, put it off for now, and return to speak with Nightcrawler when you are ready.



DANGER ROOM: SENTINEL FLASHBACK

SENTINEL INVASION!

In this flashback episode, the character levels are just as they would be in the "real world," so there's no need to worry about starting back at level one.

CHARACTERS

CYCLOPS

JEAN GREY

NIGHTCRAWLER

WOLVERINE

OBJECTIVES

Battle the Sentinel and destroy it (Destroy 1)

Battle the Sentinels and destroy them (Destroy 2)

Find an escape path through the city, but defeat the Sentinels along the way (Destroy 5)

Survive as long as you can against the Sentinels (Destroy 8)

Protect the city

ITEMS

Health Packs, Energy Packs, Danger Room Disc (Defend 202)

PS2 & NGC ONLY

Comic Book (Nightcrawler)

After the introductory dialogue, stop the action to equip characters and divvy up any earned points. Nightcrawler especially needs attention. Spend his points as you wish, but allocate as many points in Leap of Faith as his current level allows. If you have extra points to spend on Jean, increase her Flight ability.

CHARACTER CONTROL

For most of this fight, control Wolverine for his strong mutant slashing attacks. Even with a resistance to mental powers, much of the Brutal Slash damage goes through, especially if the power has been leveled up a few times. Avoid controlling Nightcrawler directly because Leap of Faith only works when he's under AI control. Leave Cyclops to the AI most of the time, but take direct control of Jean when you need her to fly, or trigger a Telekinetic Shield.

When the action resumes, a Sentinel has already landed in the center of the street. Rush to meet it and as soon as the team gets within striking range, move the active character (preferably Wolverine) to its back. Sentinels are Mutant Resistant, and they have some strong attacks, but these attacks are focused toward the front.

To take the robot down as quickly as possible, use Combo attacks. Hit "Call Allies", then immediately use Brutal Slash. Even with the robot's resistance the extra Combo damage adds up quickly. The Sentinels release clouds of damaging green gas which stay in one place for a while, so avoid those while shifting positions. Keep an eye out for beams of yellow light from their hands, or blue beams of light that come from the eyes.

After a Sentinel falls, move away immediately. These robots explode as soon as they hit the pavement, and any character too close takes hefty damage. With the first foe defeated, move down the street to the Xtraction Point and save.

After clearing the roads to the left and right of the intersection, explore the alley that connects the original and right-hand streets. At one end of the alley is the "Defend 202" **Danger Room Disc**. Leap over the wire fencing to gather the objects in the niche next to the point where the alley bends.

Slice through the wood at the end of the alley to enter. The Danger Room Disc is directly behind this board.

HIGHER LEVELS

Around this point some of your characters may start to hit level 10. Once one of the X-Men hits level 10, each team member can carry up to 15 Health and Energy Packs. Once this happens, go back to collect any Packs previously left behind.

After clearing the streets and the alleyway, it's time to search higher. Walk back to the original section of street. Switch to Jean and fly up to the rooftops of two shorter buildings. Pick up a **Health Pack** and **Energy Pack**, and whatever else the boxes on one roof might contain.

Head up the final street opposite the starting point, then move to Eighth Avenue. Don't leave before completing what must be done here. Once you switch zones in this flashback sequence, you can't go back.

DOUBLE THE FUN

After a few steps down the street, two Sentinels appear, one in front of and one behind the team. Swivel behind the one closer to the camera as it's easier to see. Have Jean Grey use Telekinetic Shield to guard against the damage from the two Sentinels. With two to fight at the same time, concentrate on one target, but if fighting one from behind puts an X-Man in danger from the other, change targets temporarily.

Once the robots for this section are gone, make a sweep of the area. A **Health Pack** and **Energy Pack** are found on two separate rooftops. The exit is down a side alley to the left-hand side of the street, beside the site of the Sentinels' attack.

SEEK AND DESTROY

This time, the team must seek out five Sentinels in this section and destroy them before continuing. Move down the alley and turn left at the intersection. This narrow path soon opens out into a dead-end area holding a **Health Pack** and the first Sentinel encounter. Lure the Sentinel closer to the policemen standing nearby, as they open fire with their guns on any robot getting too close.

After eliminating the first Sentinel, return to the intersection and take the other fork. Follow its twists and turns to another open area, then move left to engage the second Sentinel. Once it is defeated, make a U-turn to fight the third robot, just to the right of where the team emerged from the alley. Head into a new narrow alley, almost opposite where the team emerged into this open section.

Follow this alley ahead and to the right, and be ready for another fight when it opens up again. The fourth Sentinel is near the alley opening, with the fifth close-by. It's possible to eliminate the fourth Sentinel before catching the other's attention, but be prepared to fight off two at once. Look for the policemen off to the right. They should help out if the fight moves close to them. Once the fight is done, head to the exit to Tenth Avenue.

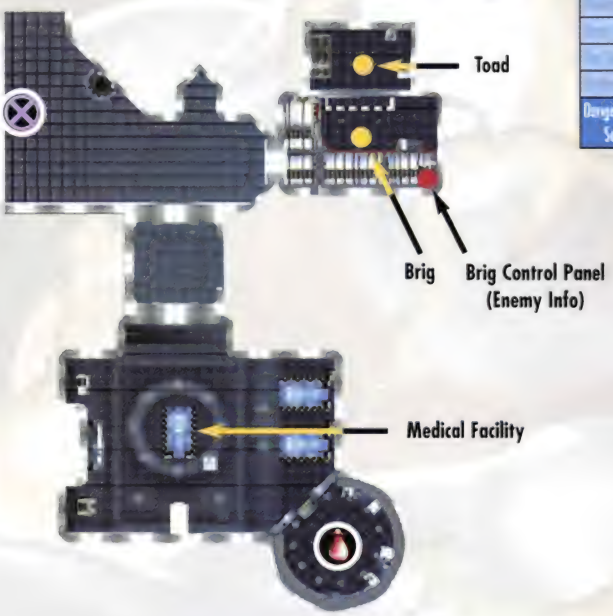
The objects in this flashback are usable in the "real world," so don't neglect to collect them!

SURVIVAL OF THE FITTEST

Just beside the entrance to this zone is an Xtraction Point. Use it, then move up the street and around. Multiple **Health Packs** and **Energy Packs** lie around this section of the town, with certain locations triggering a single Sentinel to attack. Wander the city section to collect the items and fight the robots. However don't approach the Health Pack and Energy Pack lying in the center of the lawn just yet!

Two Sentinels greet the team as they walk down the center of the street, then head off to the left, where another appears. Another robot comes down as the team approaches the barricade at the end of the street, while two others are triggered at different places on the outer edge of the lawn. After eliminating these robots, have Jean fly up to check the rooftops and collect the **Comic Book**. Next, buff up everyone for a tough fight, and finally approach the two Packs in the lawn's center.

Expect the fighting to continue until eight Sentinels have been defeated. If you've destroyed every possible Sentinel beforehand, concentrate on the first Sentinel, then move to the outside of the group of four and take one last robot down before the others approach. Defeating the final Sentinel counts as "Protecting the City" and finishes up the team's Objectives, ending the sequence.



When the flashback ends, head to the subbasement. Take the Elevator down and save at the Xtraction Point, then head to the Medical Facility to pick up the Health Pack in the corner. Find Toad in the Brig and talk to him. After speaking to Toad, visit the War Room and speak to Cyclops, then head to the Danger Room where Professor Xavier is waiting. It's time for Alison to tell the Professor that she's decided to stick around and become a student at the Institute.

Now that Alison is a student, Xavier wishes to test her abilities. There's no getting out of it, so accept his proposal. As soon as you do, Alison is whisked off into the Danger Room with new Objectives to meet.

DANGER ROOM: MAGMA'S TEST

MAGMA MAZE

Raise Alison's Stats and Powers, and give her a full set of equipment. Unlock all three of her normal Mutant Powers, with extra points going to those Powers and into Burning Rage, Lava Tracks and Magma Might.

CHARACTER

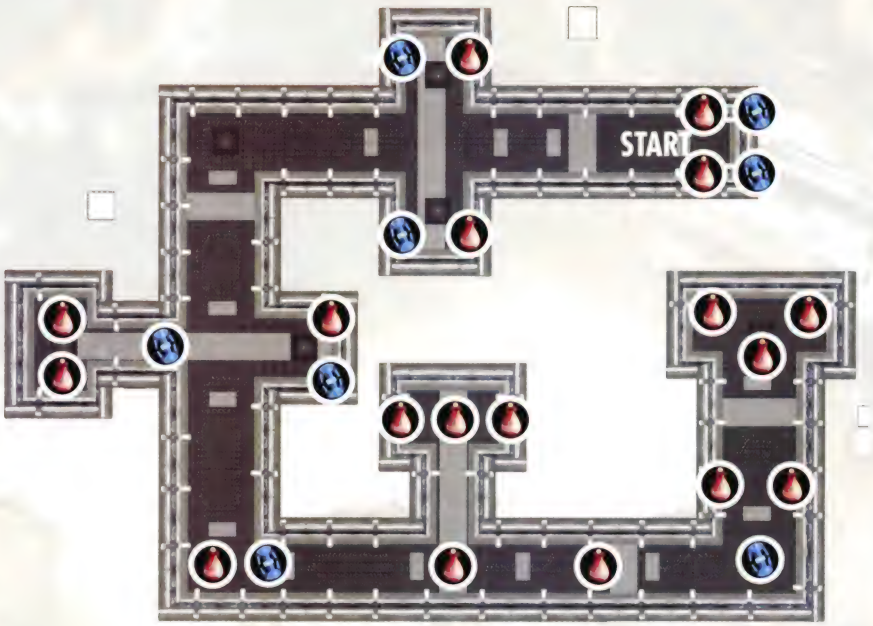
MAGMA

OBJECTIVES

Use all your powers to defeat the robots

ITEMS

Energy Packs, Health Packs



This first segment of the test consists of Magma wandering through a maze and fighting off all of the Danger Room Robots, which are Mental Resistant. She must defeat all 22 of these before the mission ends. Luckily, there are plenty of Health Packs and Energy Packs scattered around the maze. Keep Alison's Fiery Form up at all times during combat as this reduces damage and, with Magma Might, increases her damage output. If a group of robots is at a slight distance, use Fiery Blast, while Lava Fissure is good for damaging and knocking back enemies that are clustered together. To conserve some Energy, alternate melee attacks with the Mutant Powers, but don't be afraid to use Energy Packs. Watch out for the robot's ranged attacks, which are preceded by a glow that gathers in the robot's hand.

SURROUNDED!

While Lava Fissure is good for knocking back groups of robots, it's a bit slow to use. If there are too many enemies swarming around, grab one robot and launch it into another. Even punching or kicking one robot into the next can provide a bit of breathing room.

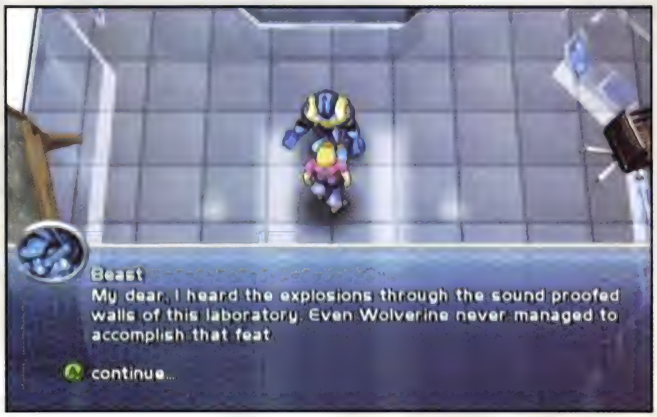
The first three robots appear around the first intersection. Collect the items from the hallways to the side, and fight off the robots one by one. The fourth robot is waiting at the first corner of the maze, while the next single robot is in the room to the right side of the next intersection. Continue along the main section of the maze to fight the first large cluster of enemies. After another bend, the next section has more healing items with two robots to guard them. Return to the main path to battle more robots come to meet Magma.

Continue up the main path through another **Health Pack** and **Energy Pack**, and fight the robot between the two. Turn the corner, then claim two more **Health Packs**. Just past these are three more amidst the last large group of enemy robots, with a green Danger Room Sentry. Take out the Sentry before finishing off the last of the normal robots. It drops multiple items and you may not have time to grab all of the loot before the mission ends otherwise. The Sentry isn't really different from the other robots in ability and just takes a bit more of a beating, so it shouldn't be too much trouble.

FREE-FOR-ALL

This portion of the test takes place in the normal circular chamber of the Danger Room. After defeating the first robot, more appear in pairs or sometimes three at a time. Use the same group-combat tactics as before, and watch for drops to replenish Health and Energy Packs.

Now that her test is over, Alison has two new Objectives to fulfill. Head over to the Xtraction Point to save, then continue to the Beast's lab where he's waiting. Speak to the Beast for a while to take in everything he has to say. The key part of the conversation is to ask about whether the X-Men always jet off to stop trouble. When the conversation ends, a flashback to a fight against the Juggernaut is unlocked.



DANGER ROOM: JUGGERNAUT FLASHBACK

THE UNSTOPPABLE JUGGERNAUT

Beast most likely has not seen much use, so raise his stats and skills, then equip everyone properly. As Beast is the melee character this time around, increase his Body (defense) and Strike (offense). Unlock Beastial Feats Power, but don't worry about Propeller Kick just yet. Spend the rest of the points on Pinball, or on his more physical abilities such as Grappling and Might. Put any extra points into Iceman's Freeze Blast to help with this battle.

CHARACTERS

BEAST
ICEMAN
CYCLOPS
JEAN GREY

OBJECTIVES

Stop Juggernaut before he gets to Professor X in the subbasement

ITEMS

Energy Packs, Health Packs, Danger Room Disc (Challenge—Cyclops)

First, pick up the **Danger Room Disc** from the Entry Hall. Buff each team member with their self-improvement Power if they have it, then control Iceman and Jean Grey in turn to unleash Freeze Blast and Psychic Shout. This combination of attacks devastates the Juggernaut, making him much easier to handle. Throughout the fight, reapply these powers as their effects expire. Switch to Beast and take the fight to the Juggernaut, who is Mental Resistant for this first part of the fight. Use Combos for that extra edge and don't expect Jean to bring much to the fight other than her stun ability. Watch out for Juggernaut's temporary invulnerability. When he stands still, extends his arms, and summons a red barrier, he does not take damage. After the Juggernaut reaches the Sitting Room his helmet is lost, rendering him powerless against Mental attacks.

DON'T LOSE TIME!

The clock is as much an enemy as the Juggernaut, so make every moment count. Juggernaut likes to grab a combatant from the bunch and hold him or her for a moment, then launch the hapless X-Man far away. If this happens to the active character, immediately switch to another character and continue to fight until everyone rejoins the fray. When Juggernaut becomes temporarily invulnerable, use the time to collect items, and to heal the team.

The furniture in the mansion is breakable during this fight, and readily releases Health Packs, Energy Packs and other items. Don't worry about running low, and take down Juggernaut before he can reach the Professor. Watch the bar above the character icons. The more it fills up, the closer Juggernaut is to finding the Professor. If it goes completely full, the game is over.

With this last flashback completed Alison has only one easy Objective to finish up. Save, then head into the War Room. Use the Mission Control Computer and choose to start the next mission, and the briefing begins.

OLD SEWERS

SUGGESTED CHARACTERS

JEAN GREY: Psychic Shout and Telekinesis help even out difficult odds, and Flight is useful in some areas.

NIGHTCRAWLER: His ability to teleport lets him quickly get to allies that might get separated in the twisty tunnels, and Leap of Faith is a good backup.

STORM: She adds some necessary Energy Damage and welding ability to the team.

WOLVERINE: Selected for his healing factor and strong melee skills.

OBJECTIVES

Rescue Gambit from the Morlocks

Locate Healer and talk to him

Locate Marrow and talk to her

ITEMS

Comic Book (Storm), Sketch Book (Morlock Tunnels), Danger Room Disc (Focus 201), Sketch Book (Rogue Gambit), Danger Room Disc (Focus 202), Danger Room Disc (Challenge—Rogue)

BELOW THE CITY

Allocate points to the characters that need it, then climb out of the waterway ahead and to the left and save at the Xtraction Point. Use Flight or Acrobatics where necessary to collect the items more easily, then enter the doorway across the water from the Xtraction Point. Pick up the explosive canister, and throw it at the wall to the left of the door. This creates an opening into the next room, filled with Morlock Claws and Morlock Brutes.

If the explosives don't work, use a Brutal Slash or other Mutant Power to get the job done.

Morlock Brutes are large, Physical Resistant Mutants who are powerful melee fighters. They strike the ground to send out a wave of damaging force. Take them down quickly with Energy and Mental attacks, especially ranged attacks such as Storm's Lightning Bolt. Morlock Claws are Energy Resistant, so concentrate melee attacks to take them out. They usually start combat by sending out three blades, so be ready to dodge. Whichever you face, strike out with Jean's Psychic Shout as soon as the enemies are in range. If too many start to appear, use Telekinesis or Storm's Whirlwind to knock back a few. If larger groups start to appear, buff characters with defensive Powers before going into battle. Leave Nightcrawler on AI when not using Shadow Blend. That way he can teleport between enemies as needed, and has a chance to revive characters with Leap of Faith.

TWO-FOR-ONE

Because of the mix of enemies with different resistances both Physical and Energy, Mental attacks should be available to the team. The special abilities that deal two types of damage at once in melee, such as Storm's Lightning Rage and Jean's Psionic Strike, should be bolstered with available points.

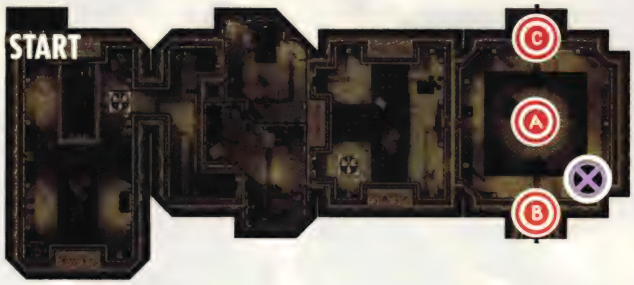
Continue through the doorway at the other side of the room and follow the short hall to reach two more Morlock Brutes. Take a right from their room and cross the metal walkway. Once past the bridge, turn left and cross the next walkway. After more attacks, turn left and cross the last walkway to solid ground and a door.

Watch out for spikes in a waterway such as this. These canals are not safe to jump into, so stay on the walkway!

Turn left and fight to the end of the path. Here Morlock Giants continually climb through a sewer pipe to swarm the team. These Physical Resistant enemies are similar to the Brutes, just a bit larger and tougher. Use Storm's Lightning Bolt to weld the pipe shut and cut off access. Cross the walkway onto the next path and pass through the door. Fight off the Morlock Claws and Brutes, being careful the explosives that could be set off by their Powers. There are a large number of enemies in this room, so progress slowly and fight them off in smaller groups when possible. If the numbers become overwhelming, move back out the door and use "Call Allies" to gather the troops, then let the enemy follow to this safer ground. When the room is clear, open the door and enter the Mainline Reservoir.

ROSTER SUBSTITUTIONS

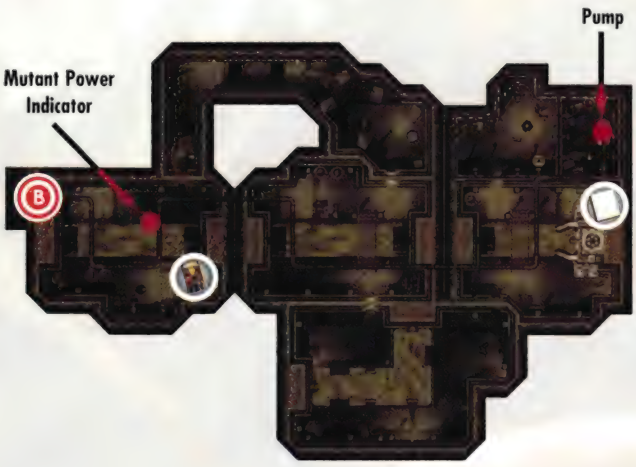
Other possible candidates for this mission are Beast, Cyclops, Iceman, Jubilee, and Rogue. Substitute Rogue as a flyer if the other two are out of commission, but her strength is more physical, possibly unbalancing the team. If Storm is knocked out, replace her with Cyclops for his long-range Energy Damage and welding abilities. Jubilee is another possible replacement for an Energy wielder, especially Jean Grey. Beast is a good replacement for a melee fighter. Iceman can go in either Storm or Jean Grey's place rather well, with Ice Armor defense and Cold Smash adding Energy Damage to his attacks. Iceman is an especially good substitute close to the end, where Freeze Blast helps to slow down Marrow.



More enemies attack upon entering the new area, including Morlock Giants. Clear out this long first room, then go through the doorway to the left of the starting point, across the pit A large group of enemies waits on the other side, so proceed carefully. Head to the left-hand doorway and clear out the next room, then return to the hall. Take a left once through the door, then follow the hallway to enter the doorway at the other end. Empty this room of enemies and items, and continue across the room and through the doorway at the other side.

The racks of barrels are also objects that may drop items when destroyed, so don't neglect them even though they take a while to break.

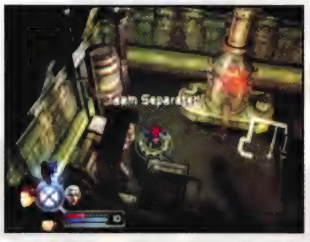
Here again enemies lie in wait all around the room, so keep the team close together and take out Morlocks in smaller groups. Exit through the door in the opposite side of the room to reach the reservoir. As more enemies come to fight, the Objectives update. You now must find and destroy the pumps bringing water into the reservoir. Save at the Xtraction Point in the corner of the room. There are two doors leading to new areas from this room. Take the one nearest the Xtraction Point, which leads to the East Trunk Line.



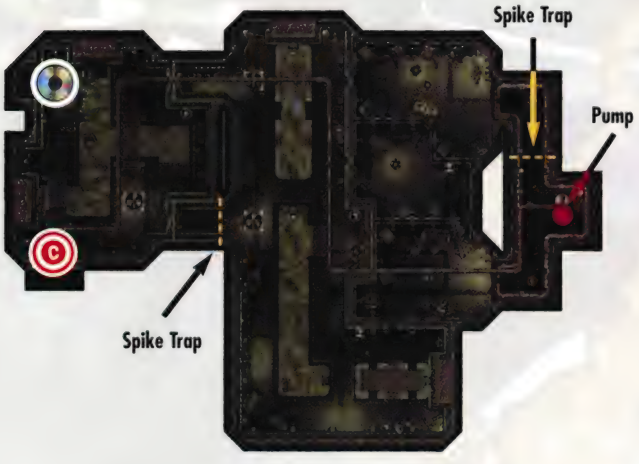
The enemy attacks as soon as the X-Men enter the zone. Fight them off and move a few steps ahead to the glowing blue X. Switch to Jean and use Telekinesis to form a bridge across to the other side of the water. Use this to cross to the other side and pick up a **Comic Book** at the end of the path. Return over the bridge and enter the door into a new hall. Multiple waves of enemies greet the team. Battle down the hall, then into a room with the next doorway.

In this next area, don't get drawn too far ahead into the next room until clearing each wave of enemies. Cross the water and go through the next door, where another large group of enemies waits. Cross to the opposite side of the stream, turn left and continue up the path. At the end of an open area, take the next door, fight across the bridge, then turn right. Destroy the crates to discover a **Sketch Book**. Run back up the path to reach the doorway into the next room.

Switch to Wolverine and approach the right-hand wall. Use Brutal Slash while facing the wall to break through to the second half of the room. The first pump is against the far wall, indicated by a red arrow. Attack the pump repeatedly to destroy it. Retrace your steps through the entire zone back to the Reservoir, save at the Xtraction Point, then take the second doorway into the West Trunk Line.



Use different Powers to get past a wall in a pinch. Nightcrawler, for instance, can Teleport in.



Enemies start appearing over land and through the water. Cross the bridge straight ahead and pick up the **Danger Room Disc**. Quickly move back over the bridge and take a left (right from the original starting orientation). Move into the corner to keep away from the attacks of the Morlocks in the water while dealing with the current crop of foes. Move down into the flow to finish off the enemies there, then return to dry land. Cross over the second bridge beside the ramp leading down into the water. Turn right, and head through the door.

If you don't see objects on the bridge (as indicated by the maps), look underneath it, down in the flow of water.

Turn right and head for the bridge and cross it. Enter the doorway nearest the bridge, and clear it of Morlocks and items, then head back out the same doorway. Take a right and go through the next doorway along the path. Cross the room and exit through the doorway on the other side, then move cautiously along the hall. Watch for the lighted barrel; a trap (spikes that rise up at intervals) is hidden in the floor nearby. Jump or fly over the spikes, then fight off the enemies that appear. The second pump lies within the open area of this hallway. Destroy it, then continue along the hallway.

At the end of the hall, take the doorway into a new room. Exit the room through the opposite door to enter a familiar area. Turn left and take the path to the end, crossing over the water to scour the path on the opposite side on the way back. Step briefly into the water at the bend in the path to clear the crates there. Once up at the opposite path, take the first door to the left, and watch for another spike trap. Follow the left wall to reach the doorway leading back to the Mainline Reservoir.

With both pumps destroyed the reservoir is empty of water. Save, then dive to the bottom of the reservoir to enter the door that was hidden below the water.

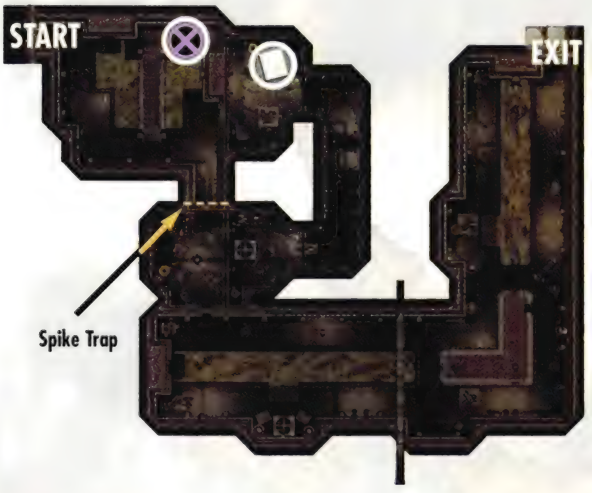
Once inside the Haven, two new Objectives appear. Find and speak to the Healer and Marrow. Speak to a few Morlocks along the path to hear their views while bearing left and across the first bridge. Ahead and to the left is the Healer. Speak to him, to learn of the conflict between the Healer and Marrow. Additionally, the Healer's shop is now available. Replenish the team's supply of Energy and Health Packs, or try your luck with a pricey Grab Bag, which gives a random item. Danger Room Discs missed in past missions are available as well, but they are pricey. The Healer's Shop is now available from Xtraction Points in future missions.

When finished with Healer, move to the right and speak to Marrow. She is the leader of the Morlocks, and has a chip on her shoulder. Face away from Marrow and toward the entry point, turn left and take that bridge back across the moat. Turn left and follow the wall until reaching a door that will actually open.

RESUMING THE SEARCH

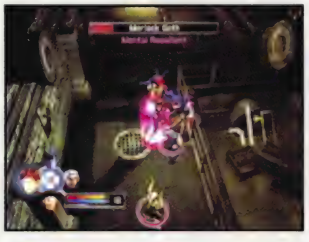
While a large group of Morlock Brutes and Claws greets the team here, focus on the one new enemy in the bunch: the Morlock Goth. These gaunt, black-haired Morlocks fight with whips and can teleport short distances, but their strength lies in their ability to revive fallen comrades. Take out any Goths first, or expect to waste time and energy fighting the same enemies again and again. Morlock Goths are Mental Resistant, so let Jean Grey stand back and keep the other enemies weakened while you direct another character to take down the Goth as quickly as possible.

Watch out for these green circles of light. They indicate that a fallen Morlock is being revived.



Follow the path to a bridge, then cross it and save at the **Xtraction Point**. Go back across the bridge and turn left to continue. Turn left again after a few feet to pass through a door. Switch to Wolverine, and use Brutal Slash on one of the walls jutting into the room to form a 90-degree angle. This creates an opening into a small hidden room with a **Sketch Book** among some crates. Grab it and exit the room through the door opposite the entry point.

Follow the hallway, then go through the door. Continue along the hall to a door at the far end, which leads into a small room. Cross the room and go through the next door. Turn left, go through that door, and the team is now beside another canal. Turn left to follow the water. Fight off the Goth and its allies that appear near a bridge. Cross the bridge and go back up the path to clear any leftover enemies. At the end, jump into the water, and travel along the canal to pick up the items from this waterway.



Climb back up the stairs onto solid ground. Turn left to continue up the bank, and clear out this open corner area of enemies and items. Head up through the last section of water to clear out the last foes and objects. Return to the right bank, and head up to the end and through the door leading to the Filtration Reservoir.

Move in the only direction possible: straight ahead, to a door. Step through to face the first enemies for the zone. The Goth here tends to hang back rather than charging in, so seek it out if necessary. Follow the hallway as it turns left and move out into an open area, and start moving down the walkway in the center. Continue to move forward through the enemies that appear to two small areas of ground to the right and left. A Goth stands on each of these areas, out of the team's immediate reach. Get to these islands using Flight, Teleportation, or an acrobatic jump. Use the active character to wipe out each Goth while the rest of the team keeps the enemies on the walkway occupied. Each island holds crates to break open, while the one to the left holds a **Danger Room Disc**. With both Goths gone, return to the walkway, finish off the enemies, and head through the door at the end of the room.

Turn right, move up the hall and fight to a doorway at the end. Many enemies swarm to the fight, while a Goth stays within the far room to revive his friends. If the enemies make it difficult to reach the Goth, switch to Nightcrawler and teleport into the next room. Finish off the rest of the crowd, then move the rest of the team to join Nightcrawler.

Turn left and go through the room to the doorway at the end. Pass through it into a short hall and take the doorway at the end to reach a new room with enemies and an Xtraction Point. Save, but pass by the nearby door for now. Continue through the room to another door along a side wall, opposite from where the team entered the room. Follow this hall into another room to clear the last enemies and objects from this map. Return to the Xtraction Point and walk through the door.

The Steamworks consist of just one large room with a moat separating various points of solid ground. After the team enters, head right and left along the pathway and avoid the bridges across the moat. At each end of the path, have your best flyer go over the moat to the two pieces of ground at the back corners of the room. These are inaccessible by land, and after the fight begins the team is locked in and there's no way to reach them. Each of these water-locked areas holds crates to break open, while the left one also has the Challenge—Rogue scenario **Danger Room Disc**. Run back until to one of two bridges across the moat, then cross over into the center section of land.

Do not fall into the moat! Watch the flier's Energy and use an Energy Pack if the bar is getting low.

PINCH HITTERS

Don't be afraid to make some of the possible substitutions in the Roster Substitution sidebar if the circumstances fit, even if no X-Men have been taken out. In this particular case, Iceman's Freeze Blast helps out against Marrow (the next fight), so consider switching to him.

Marrow's main form of attack is throwing bone spikes at the X-Men. She can do this in two ways. Either by throwing a small group of spikes directly in front of her, or by leaping up into a somersault and scattering spikes in all directions. The second attack knocks back characters as they take damage. Stay behind Marrow as much as possible to avoid the first attack, but against the second there's not much that can be done other than using each character's defensive Mutant Power.

The arena can be as dangerous as the foe. Pipes jut up from the floor in places, emitting steam that scalds and damages characters if they wander too close. There are also explosives scattered all over the battlefield. If Marrow's bone spikes hit these, they explode, badly damaging any nearby X-Man. Avoid these obstacles with the active character, and if another teammate wanders too close, switch over and guide them safely away. Alternately, use Telekinesis or Whirlwind to move the explosives out of the team's path.

Aside from the team's defensive Powers, use Psychic Shout or any other weakening Mutant Power to soften Marrow's attacks. If Marrow finds an opening and starts to run away, evading all attacks, use Teleport to take Nightcrawler straight to her, and use ranged attacks. Otherwise, use Wolverine and have him use Brutal Slash. At higher levels it quickly wipes away Marrow's Health.

SUGGESTED CHARACTERS

CYCLOPS: Cyclops adds some long range support, and his welding skills are needed later in the area.

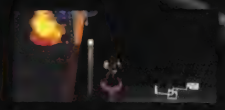
ICEMAN: Freeze Blast is helpful against the Sentinels, and ice bridges are required later in the mission.

NIGHTCRAWLER: Leap of Faith is great to have, and he can teleport away from some areas of danger to where you need him most.

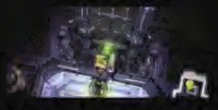
ROGUE: She's the melee strength this time, and her Flight is an asset in a few areas.

OBJECTIVES

Destroy all Sentinel launch tubes to disable the security field (4 tubes)



Gain entrance to the interior of the ship



Find an unobstructed path to the lower decks of the Arbiter

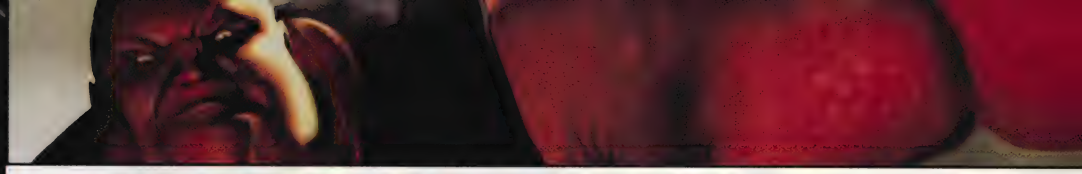
To give yourself more time, repair the hull breaches

Save the friendly crewmen before the Arbiter sinks

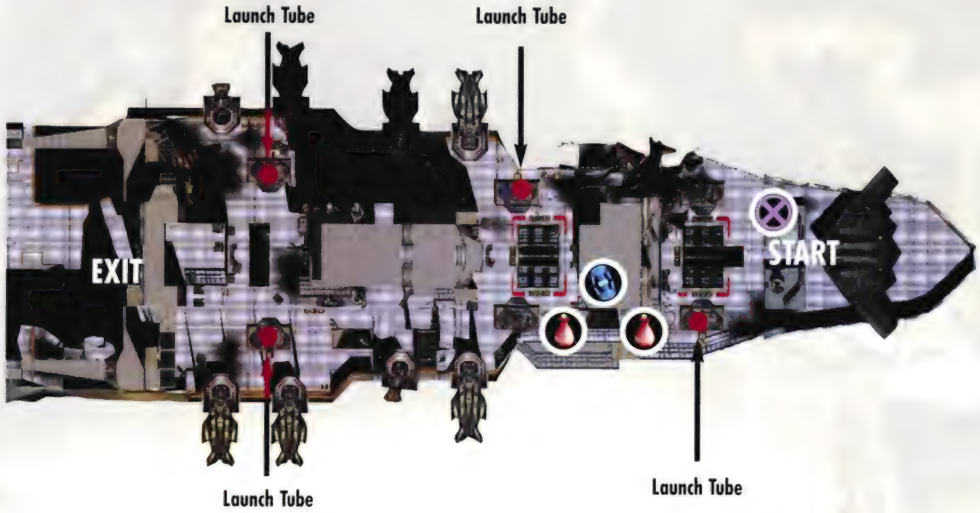
Prevent the Brotherhood from destroying the USS Arbiter

ITEMS

Energy Pack, Health Packs, Stat Point, Sketch Book (Sentinels), Comic Book (Beast), Sketch Book (Arbiter), Danger Room Disc (Qualifying Exam 200)



THE USS ARBITER

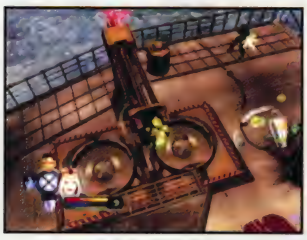


OUT TO SEA

Before the action starts, save at the Xtraction Point and allocate any earned points. This mission is deadly, so save as often as possible. Expect to restart if too many X-Men are lost. With any preliminary work completed, head for the GRSO Soldier visible on the deck. Avoid their gunfire while closing in, or take them out with ranged attacks before they fire. They throw grenades, so watch out for small yellow items on the ground.

POWERING UP

For Rogue, concentrate on Bullet Proof and Southern Smash, as well as Might and Grappling, but save at least one point for Flight. For Iceman, concentrate on Freeze Blast, while Cyclops should have high Leadership to power Combos as well as his Optic Mutant Powers. Nightcrawler should have as high a Leap of Faith as his level allows, along with Teleportation and Acrobatics abilities.



The action breaks for a moment while a Sentinel appears from a launching tube on deck. Finish off the Soldier, then turn on the launch tube. Attack the tall arm standing up out of the deck to destroy it before facing the Sentinel. If you don't, a new Sentinel launches as soon as the current one falls.

Attack from behind the Sentinels to reduce damage taken from their attacks. If a red appears outline around the base of an X-Man, the robot has locked onto this target and is about to launch three missiles. Sentinels sometimes release a glowing ball of energy that sits in one spot. Move away from this ball immediately, which explodes after a few seconds. When the giant robots put out one hand, expect a powerful burst at a spot directly below. These bursts are devastating, and almost always knock out any X-Man taking the damage.

ROSTER SUBSTITUTIONS

The alternates for this mission are Beast, Gambit, Jubilee, Storm, and Wolverine. As this mission is especially brutal, it's best to leave behind those characters you haven't really worked with much in the past. Beast makes a decent brawler in a pinch, especially with Might. Consider switching Storm in for Cyclops to give the team a bit of Flying capability, although it's not necessary.

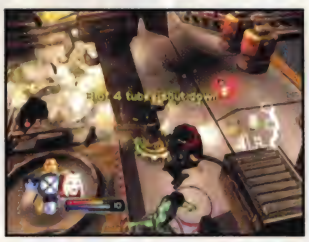
To fight these Mental Resistant Sentinels, use defensive powers, then Iceman's Freeze Blast to slow it. Switch to Rogue, and use Southern Smash from behind while using Call Allies to trigger combos. Move away from destroyed Sentinels quickly, since they explode upon destruction.

STOCK UP!

If the team runs low on Health Packs, return to the previous Xtraction Point and visit the Healer's Shop to buy more.

Move forward along the deck until more GRSO Soldiers attack. If multiple soldiers attack at once, use Bullet Proof to minimize the damage, and attack them one by one. It's easiest to stick with Rogue as the active character, except for large groups. In that case, have Cyclops use an Optic Sweep. Move forward along the left edge of the deck and down a set of stairs to two **Health Packs** and an **Energy Pack**.

Return up the steps and make a U-turn to climb a set up onto a higher portion of the deck. After clearing out the Soldiers, go to the right side of the deck to the second of the launch platforms. Another Sentinel appears, but take out the launch platform first, then focus on the robot. Continue along the right side, then take the stairs up onto the third tier of the deck and a third launch tube. Concentrate on destroying the launch platform and Sentinel first, then go back to wipe out any remaining Soldiers.



Follow the left side of the deck to reach the final launch tube. Fight off the Sentinel and any more Soldiers. Travel along the left side of the deck to a set of stairs leading down to the next area.

Crane Controls

The Blob shows up at the Aft Flight Deck. The Brotherhood is already inside the ship, and now the X-Men must catch up. The next group of enemies includes the new GRSO Assault. These humanoid enemies wield energy swords instead of guns, so used ranged attacks before they get within the sword's reach. After a few fights, ascend the stairs to the upper level. Move ahead and take the small stairs to the right. Save at the Xtraction Point, then climb back down and continue along the deck. During the next set of fights, another Sentinel appears, this time landing directly on the deck. This is a Sentinel Controller similar to previous Sentinels, however it has an area effect attack that can disable the X-Men's mutant abilities as well as damage them. It uses the same attacks, so stick with previous strategy to fight them.

Check forward and left for a flight of stairs leading up to the top of a control tower. Alternately, use Rogue's Flight to take the quick way to the top. Use the control panel marked with a green arrow to move a crane holding a bulldozer. Throw nearby explosives at the bulldozer, to drop it through the deck of the ship. Clear any remaining items off this level, then drop off the edge of the new hole.

The Objectives are updated. Now the team must gain access to lower levels. First save at the Xtraction Point, then confront the Soldiers and Assaults ahead. This entire large first section is crawling with them, so keep the team close together and keep the fights in small numbers at a time. Be ready to face a GRSO Officer. This is a much tougher humanoid with a gun who can absorb plenty of damage before finally dropping. Watch for the explosives scattered around, including new silver crates with warning triangles painted in red.

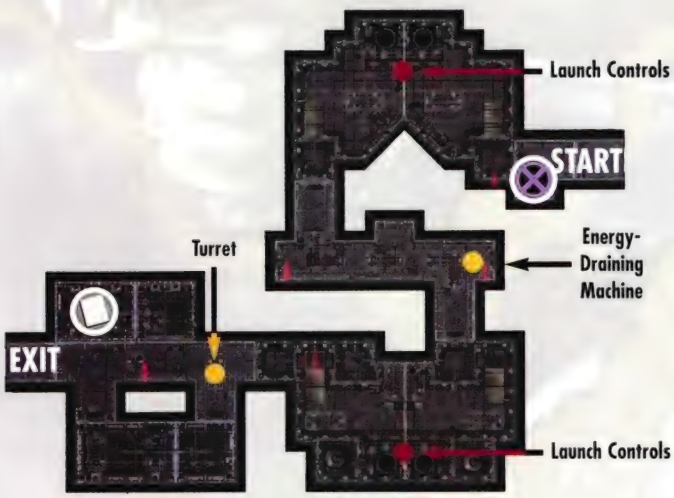
Run to the left of the open area to a lower bay filled with barrels and other objects. Clear it and double-jump or fly to the raised section at one end of this bay to reach a few more barrels. Return to the main open section and repeat the process in the bay on the right-hand side. There are two raised areas at each end of the bay, one of which holds a bonus **Stat Point** for whichever character touches it.

From the main open section, move to the stairs leading up and go through the door at the end. Drag the foes that appear here to the left. A machine along the right side of this room sends out pulses of light that damage any character they touch. While the team fights safely to the left, switch to Cyclops and destroy the machine from a distance. Access the Character menu and switch everyone's AI to "defensive." Use Call Allies to keep them team safe until the machine is destroyed. After emptying the room, change the AI back to the previous settings, then head through the doorway at the back.

Head down this first hallway and out the door to find stairs leading down into a hangar. No enemies appear just yet, so clear out the objects and move across the room, and through a narrow pathway. In this next hangar, a Sentinel rises from a tube to fight—ignore it for a moment, and instead go to the control panel between the two tubes where the Sentinel emerged, marked with a red arrow. Use melee attacks to destroy the console to prevent more Sentinels from appearing after the first is defeated. Now turn your attention to the robot, and take it down with the same strategy as before.

Ascend the stairs across the room from where you entered. Follow the walkway, where the next humanoid foes attack. Fight through to a hallway, and cautiously approach the intersection. More foes are entrenched here, along with a machine that drains Energy rather than Health with its pulses of light. Keep your main Energy-users such as Cyclops outside its range of effect and pick off the machine with another Optic Beam, then wipe up the remaining fighters. If everyone rushes into the pulsing light, you can also take out the machine with a few well-placed punches. The hallways to each side of the intersection are blocked by blue walls of force, so continue forward through the door.

The characters enter a storeroom with more objects to break, but pass them by for now. There is also a mechanized gun turret at the right end of the room. As soon as this locks onto a character, it fires repeatedly for large amounts of damage. Use Bullet Proof, and get in close to destroy it with a punch, preferably before it can lock on. Clear out the room, then follow the next hall as it loops back around in a circle. As you approach the force field from this side you find a control panel guarded by more enemies. Use the panel, and both blue walls vanish. Now cross the intersection and head down the remaining hall to reach the exit to the Starboard Launch Bays.



Use the Xtraction Point right by the entrance. Climb down into the launch bay, then eliminate the control panel and robot. Take the up-stairs on the opposite side of the bay, and head through the doorway. Another Energy-sapping machine appears at the second bend.

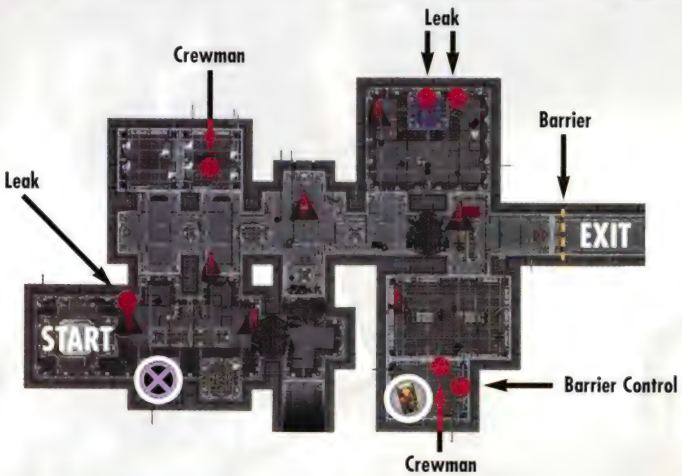
Past the rubble of the machine lies the zone's second launch bay. Destroy this panel and robot, and take the stairs at the bay's other end. There are doorways leading off into four side rooms. Take the first door to the left and approach the right-hand wall. Break through to the next room and exit through the door to get in a position to attack the turret from behind. In the other two rooms are a number of explosives lying around, including those that look like suitcases. Use an explosive to destroy the wall from a distance, and pick up the **Sketch Book** in the next room. Take the doorway at the end of the hall to reach the next map, the Fore Launch Bays.

Clear out the Sentinel launch bay, climb the stairs, and enter the doorway there. Turn right along the hall, and fight to another blue wall of force. Double back, and turn right to take the branch of the hallway passed earlier. Head right into the room to keep the enemies from below from reacting, then fight those at the top. Move to the left side of the room, and down into the lower section. The racks of missiles act as explosives, so don't stray near them.

Climb back to the upper portion and go through the doorway opposite the stairs between the levels. Follow the hallway to reach a room along the left of the hall. Clear the room, then return to the hallway and follow it to a second doorway which leads to the last launch bay. Climb the opposite stairs, and go through a hall. Blast the Health-draining machine to bits. Look for a loading platform. Use the control panel next to the platform to descend into the Brig.

AGAINST THE CLOCK

The team has fifteen minutes to get through the final levels and save eight trapped crewmen. Even though every repaired leak restores some time, don't waste time trying to destroy every object in this area. Save at the Xtraction Point, then step back and to the left of the starting location. Use Optic Beam on the "X." Go forward through the open area and take the farthest door on the left to find the first Arbiter sailor. Head through the next door in line to reach him (these sailors take no damage in combat), then speak to him. Lead him back out of the room, take a left, and circle around to the red arrow pointing at the floor. Move onto this arrow to have the sailor escape. Fight off the enemies around the hatch, then continue forward until stopped by wreckage.

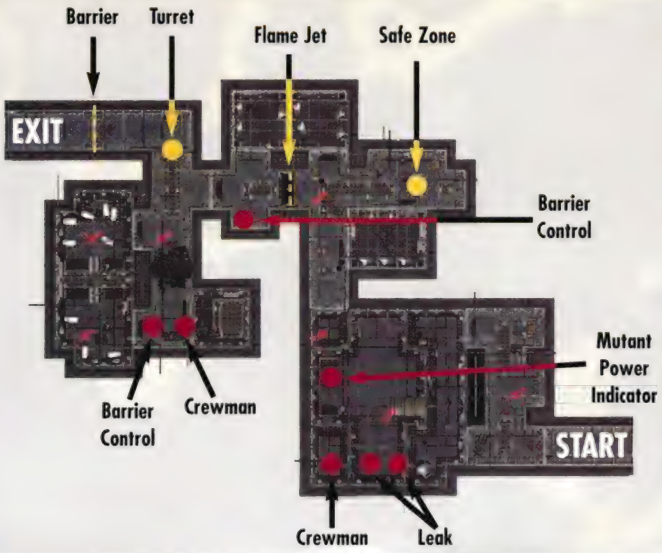


Take the door in the left-hand wall. Between swarms of enemies, seal any new leaks (each adds two minutes to the clock). Make a U-turn through the room and exit through door past the wreckage in the hall. Jets of fire stream up periodically from the glowing lights in the floor just past the door. A blue force field blocks progress, so continue straight and through the next door. Destroy the back wall to open up a hidden room. Talk to the crewman here, but before leaving, Use the control panel to turn off the force field. Pick up the **Comic Book** in the far right corner of the room. Lead the Crewman back to safety. Return to where the force field was to reach the Infirmary.

SICK BAY

Fight down this first hall to a doorway, then step through into a watery area. The water is electrified and instantly kills anyone touching it. Stick to the right wall and follow the walkway forward, then left. At the break in the walkway use Freeze Blast to form an ice bridge. Seal the pair of leaks that appear, then speak to the crewman and guide him to safety.

Run back across the bridge, but instead of turning right and head through the doorway. Clear out the soldiers and turn right down the hall to a safety hatch. Return to the intersection and take a right before the flames. Inside the room, face the left wall then punch through into the next room. Turn left to take the door back into the hall, and continue straight to reach the control panel that stops the jet of flames.



Face away from the control panel and head left. Go through the doorway and turn right to an encounter with a gun turret. The path is blocked by another barrier. Turn around and head the opposite way to another blockage. Follow the path right and into a room. Go through the room to another door while avoiding the fire traps in the center of the room. Follow the short hall to another room housing a control panel. Turn it off, and speak to the crewman. Lead him to the safety hatch, then return to where the final blue barrier blocked the path.

RUNNING ON EMPTY

Save at the Xtraction Point. Go through the door for another encounter with an Energy-draining machine. Enter the door across from the machine and use the Control Panel to lower the barrier blocking the hall. Pass through where the barrier was to two doorways. Go through the available door to reach another electrified water zone.

Create another ice bridge to clear the water. Jump (or Fly) to the racks to the right. Follow the pathway and punch through the wall into a room. Pick up the **Sketch Book**, then use the control panel. Use the doorway and double back to the water room to cross the ice bridge. Turn left at the end, switch to Cyclops, and use the racks beside a stairway leading into the water to find and weld the leak in the wall.

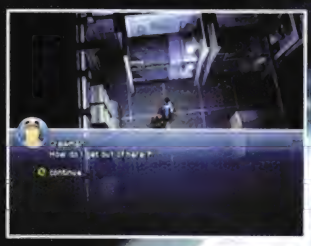
From the end of the ice bridge, go forward through the door at the opposite end of the room. Turn left outside the door, run to the end of the hall, and punch through the wall to enter a hidden room. Talk to the crewman, leave through the same opening, run to the intersection, and turn left. Follow this hall to the safe zone. After the crewman leaves the group, go through the door on the opposite side of the room. Follow the hall to the right, then run through the room's door into a room with another crewman.

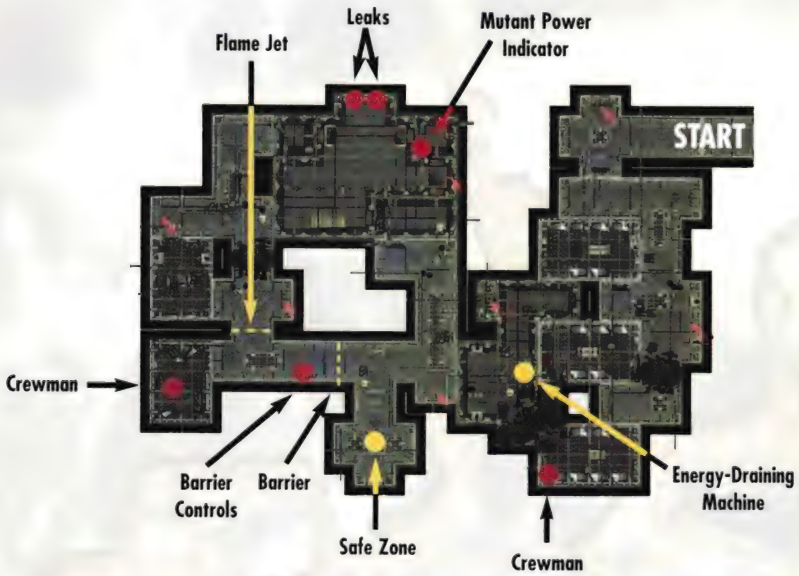
Drop off the crewman, return to the same room and turn left. Punch through the wall into a hidden room and pick up the **Danger Room Disc.** Walk through the door on the other side of the room and out into a hall. Take a left and run up to the edge of another machine. Continue up the hall and head through the door.

TIME RUNS OUT

Run down the hall and take a left through the door. The far end of this room is buried in more rubble, so halfway through the room turn right. Turn right again to double back into a second room. Make a U-Turn through this area and exit via the next door, following this hall to another Energy-draining machine. Pass through the doorway that was blocked by the machine, go through the room and take the doorway in the right wall out into the hall.

Put out the flames, then cross the hall into the room with the seventh crewman. Return to the spot with the last machine, then bear left to another doorway. Go through, then turn right and travel through another water room. Follow the right wall and cross the walkway. Form a bridge at the blue "X," run to the center of the bridge and weld the leak. Continue across the bridge and through the next door and turn right at the intersection.





RACING THE CLOCK

If time is running critically low, don't worry too much about keeping everyone alive. Switch to Iceman and leave his teammates to deal with any enemies. Run through to the last crew members and take them to safety.

At the end of the hallway, break through the left-hand wall to enter a hidden room. Go left into the next room, then use Iceman or Storm to put out the ground fire. Turn left and run down the hall to the control panel. Run ahead and take the next right to lead the crewman to safety. Run back through where the barrier was and continue straight ahead to the room at the end of the hall with the last crewman. Run straight back to the hatch to end the mission.

ACT 2

XAVIER INSTITUTE

RISING TENSIONS

Explore as much of the second floor as you like. There are no collectible objects or people to talk to, but you can find new items in some of the rooms, or try your hand at the Trivia Game.

A few of the X-Men are scattered around on the ground floor, but no new members to unlock. Nightcrawler lounges in the Sitting Room. Jubilee is in the Day Room watching the TV, while Iceman is hanging out in the Dining Room.

Head to the Subbasement and save. Visit with Beast, predictably in his lab, while Jean Grey is in Cerebro's room. After speaking to them, head into the Danger Room. After a brief discussion with Storm and Wolverine, they convince Alison to try out the Danger Room.

CHARACTERS

MAGMA

OBJECTIVES

Visit the rooms of the X-Mansion and talk to the various X-Men

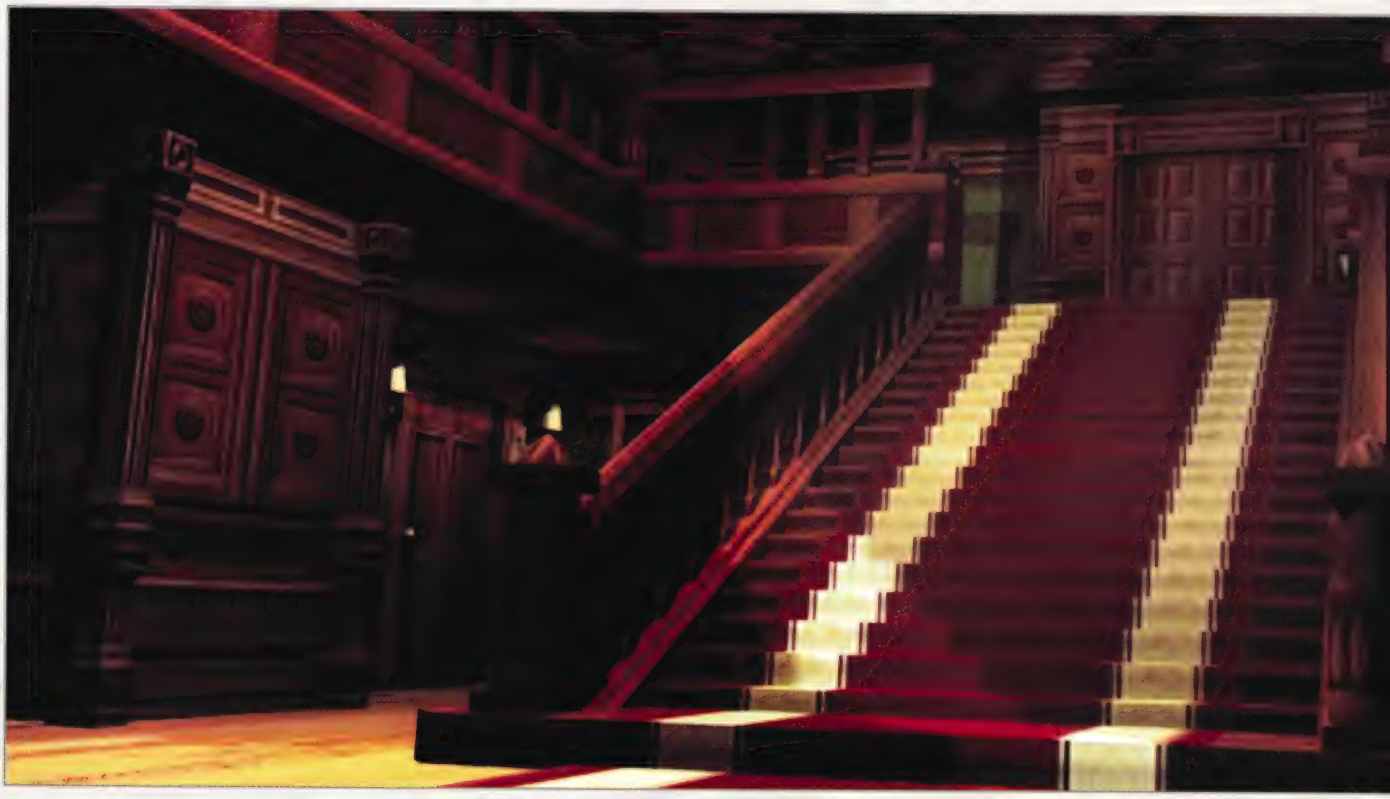
Find Storm and Wolverine somewhere in the subbasement and talk to them

Find Wolverine and talk to him

Proceed to the War Room and attend mission briefing

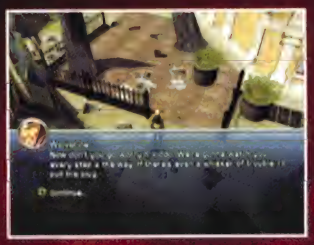
ITEMS

None



DANGER ROOM: MAGMA'S SECOND TEST

This test retraces the events of Alison's rescue from New York City. This time, Alison takes the place of Wolverine, attempting to track down the Blob and rescue herself!



CHARACTERS

MAGMA

CYCLOPS

OBJECTIVES

Defeat Mystique to get to Blob.

Find Blob's trail and track him down.

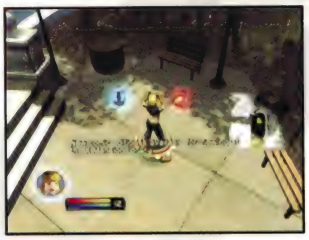
ITEMS

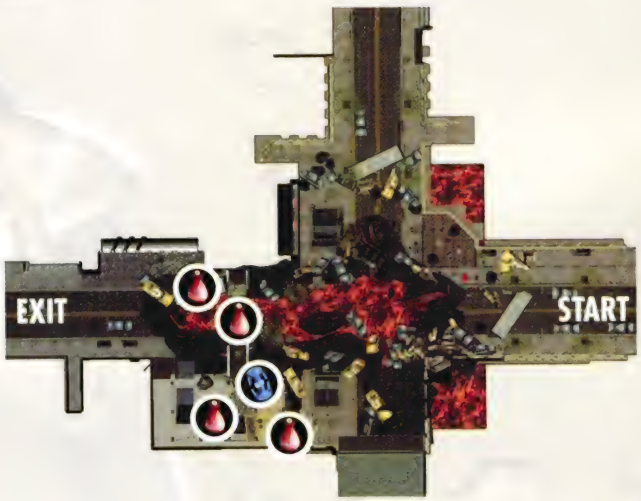
Energy Packs, Health Packs

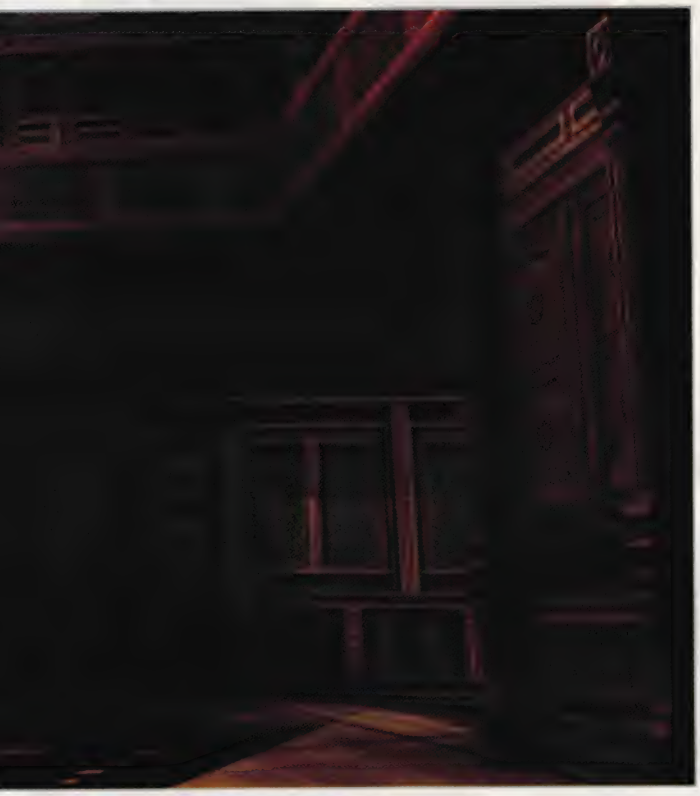
PS2 & NGC ONLY

Comic Book (Magma), Sketchbook (Early Alison)

Almost everything about this mission is an exact replica of the original. However, the mission ends not with the journey to the X-Jet, but with the battle against the Blob. There is a single Xtraction Point, located in East Manhattan. There is also one **Comic Book** and one **Sketchbook** added to the Central Park area, between two Health and Energy Packs.







ALISON'S REVENGE

The enemies by this point are no real challenge for Magma. Use Fiery Form to fight multiple enemies and mix things up with the use of her other Mutant Powers. Even Mystique isn't much of a challenge. The shape-shifter's firearm attack barely even scratches Alison's Fiery Form.

With Cyclops's even stronger Optic Beam and Magma's Energy Damage from both her Mutant Powers and her melee attacks (with Burning Rage), even the Blob is hardly a challenge. Even if the Blob closes the distance to attack, he does little damage this time around.

ONE OF THE TEAM

After the test and its aftermath, go back to the Subbasement and save, then turn left and head into the X-Jet Hangar to search for Wolverine.

Follow the left wall to the far end of the hangar. Speak to Wolverine, running through the list of questions. Most importantly ask about why Jean called him a man of mystery, then ask about what happened in the Weapon X Facility. This unlocks a flashback sequence revisiting Wolverine's escape from Weapon X. Choose "yes" to play through the flashback.

FLASHBACK: WEAPON X

ON THE HUNT

The straightforward layout of the facility makes the objective relatively easy. Attack the tank that Wolverine starts in until the glass shatters, then smash through the opposite wall or window to enter the next room and save at the Xtraction Point. With that done, head through the doorway to begin the hunt.

CHARACTERS

WOLVERINE

OBJECTIVES

Find the director of the Weapon X project

ITEMS

Danger Room Disc (Survival 302), Danger Room Disc (Challenge—Wolverine)

Near the doorway, the first two enemies appear. Weapon X Security wield energy swords and rely on melee combat. They do hit a bit harder and take more damage, but they're still not a danger. To be on the safe side, any time two or more enemies appear like this, use Wolverine's Feral Rage to increase his Agility and speed for a time. Then just attack, using his other Mutant Powers occasionally if you have extra Energy to spare and want to end the fight quickly.

Inside the first hallway is a sealed, red door to the left. Along the hall to the right is a blue barrier. The only way to continue is to the right and forward into the next room, where two Weapon X Security are joined by a Weapon X Officer. This one takes many hits before admitting defeat, and wields a nasty energy gun. Use Feral Rage and follow up with multiple Brutal Slashes on the Officer.

With those foes gone, leave through the door in the right wall of the room and continue along the path to the other side of the barrier that blocked the way earlier. Take a left, and continue the hunt. Farther down the hall, a new set of enemies raise another barrier, trying to keep the director safe from harm. Clear out the security forces and take the hallway to the left.

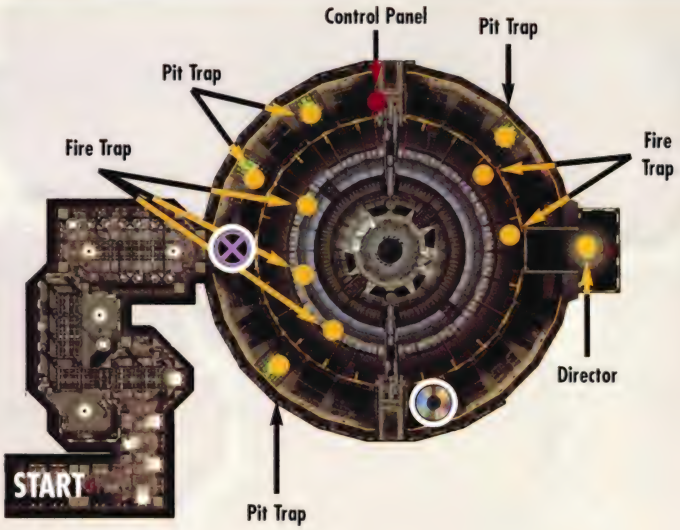
XTREME POWER

Wolverine starts to pick up small fragments of energy, which are stored in a meter made of five "X" icons across the bottom of the screen. These icons power the Xtreme attacks that each X-Man learns starting at level 15.

Stay on the director's trail, wading through security, until entering a large, open lab via a lower section. Move left to where the lower section meets the upper section. Get to the higher level via either pipe protruding from the wall. First attack that section of the wall to shatter its plaster covering and the railing above it. Leap onto the pipe, then through the broken railing onto the upper level. Continue across the room and through the doorway to the left. Go down the hall and enter the next section.

FOLLOWING THE TRAIL

The enemies that greet Wolverine upon entering this next section include a Weapon X Guard, a soldier with a firearm like those seen before. Take the Guards out relatively quickly before they have a chance to deal out much ranged damage. Head to the right to clear the few items out of this room, then turn around and run the other way down the hall. Most of the doorways are closed off, so follow the hallways to reach another large, open room. There are many enemies here so use Feral Rage and stay near the room's entrance, taking the foes in smaller numbers at a time.



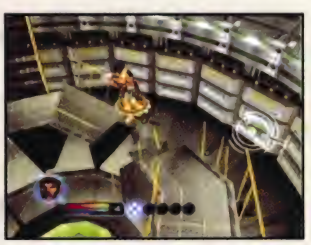
Head through the doorway in the right wall to enter a hallway. Follow the path for a while to an intersection with a barrier on the right. Head left into a room with two enemies and a **Danger Room Disc**. Exit the room, and head down the remaining hall. Fight through the next room to the opposite end, up the stairs, and through the doorway to continue along the trail. Don't be fooled by the stairs leading up to a sealed door; that's a dead end. The correct stairs leads to the exit to the next area, the Fission Gate.

CORNERING THE PREY

Follow the path to a circular reactor area. After the cutscene, step forward and save at the Xtraction Point. Take the left stairs and run down the hall. In the floor there are glowing, green pits. Leap over the two pits along this path (falling into a pit is a bad idea) to reach a control panel. Turn off the automatic defense guns found along the other path, then return to the Xtraction Point.

Go in the opposite direction, clearing one pit along the way. At the end of the path are the deactivated guns. Follow the path left and down, and turn to face the next series of traps, three jets of flame. Each is indicated by a glowing mark on the wall even when not active. The first two jets flame in cycles of one long burst followed by a long pause. The third trap is a bit trickier. It cycles between a long burst, a short pause, another long burst, and finally a longer pause. Once past it, climb down the next set of stairs to the core of the reactor itself.

This area also goes in cycles. A part of the reactor lowers every so often, releasing energy in a wave that radiates outward. If this light touches Wolverine, it is instant death. The first walkway below the flame traps is safe, but that won't last long. After the damaging light there is a pause, then another harmless wave of green light. After another brief pause the mechanism lowers again, followed by the killing wave. Run along the walkway to the right, then pause to watch the mechanism at the top of the next stairway. Wait for it to lower and release the wave of light, then immediately climb down the stairs and turn along the walkway to the right. Run along this brief path, then jump over the gap to the next section. Run up the next stairs to the safe walkway on the other side. It may seem like a good idea to use Feral Rage here, but this may throw off your timing. There is enough time to make it to safety. Just don't panic, and carefully make the jump.



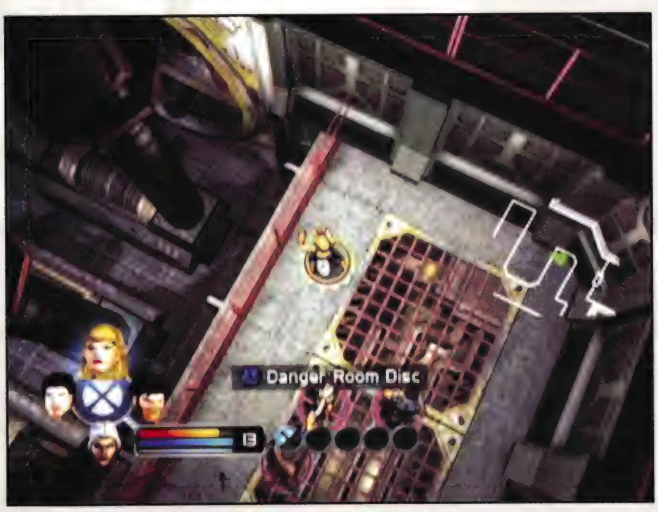
On the other side, follow the walkways back up to the higher tiers. Wolverine must pass two of the flame jets. After climbing the stairs, leap over another of the dangerous green pits. Climb the stairs, cross the room and go down the stairs on the opposite side to find the **Danger Room Disc** for Challenge—Wolverine before approaching the director. The flashback ends with a brief cut scene as Wolverine finally corners his prey.

It's time to head out on a mission. Save at the Xtraction Point in the Subbasement, then go directly to the War Room. Use the Mission Control Computer to kick off the next adventure.

NUKE PLANT

INTO THE DANGER ZONE

Step just behind the starting part to save at the Xtraction Point, then run down the hall. Speak to the lab tech standing through the open doorway, which updates your Objectives. The human foes nearby are all fairly easy to fight. Nuclear Guards use firearms while Nuclear Security use melee weapons, but neither hit hard. Use Magma's Fiery Form to take them out quickly. After a complete circle, continue around to the set of stairs leading down. Search the area to collect a **Danger Room Disc**. Climb back up and go right along the circle, taking the next doorway to reach the hall leading to the next area.



ROSTER SUBSTITUTIONS

The other possible X-Men for this mission are Beast, Cyclops, Iceman, Jubilee, Nightcrawler, Jean Grey, and Rogue. Storm is a key character this time but if you can't use her, try Iceman to put out fires or swap him for Magma, although his melee skills aren't as good. Jean Grey for Telekinesis (for bridges and the final clamps) and Flight, and Cyclops' Optic Beam to weld the clamps at the end. Use Rogue to pinch-hit for Wolverine as the melee powerhouse.

SUGGESTED CHARACTERS

GAMBIT: A nice balance between energy and physical attacks, and his staff attacks knockback.

MAGMA: Magma bridges allow access to some areas, while her strong energy, physical, and knockback attacks are all important here.

STORM: She is key in this section, with Flight, Whirlwind, and welding capabilities all coming into play.

WOLVERINE: His strong melee skills are good for keeping attackers occupied while the others use energy attacks from a distance.

OBJECTIVES

Find the Brotherhood and stop them immediately

Find Colossus and see what you can do to help him

Find the controls and redirect the coolant by turning on the pumps (4 pumps)

Find the controls to the main vat and use them to raise the coolant level

Locate a helpful scientist

ITEMS

Danger Room Disc (Assault 301), Comic Book (Jubilee), Sketch Book (Sewers Healer), Stat Point, Danger Room Disc (Challenge—Storm), Danger Room Disc (Assault 302)

Save at the new Xtraction Point, then follow the walkway to a doorway. Beyond the door, climb down the stairs to clear the area, then head upstairs and turn right to take the walkway to the side. Follow the path until it dead-ends at a broken walkway and a blue "X." Create a bridge and cross over. Follow the pathway forward and turn right, then watch the electric surges in the next portion. They raise and lower on a mechanism; cross over them when they are at their lowest point. Move quickly past the danger to the end of the walkway.

Turn left and fight through to an open area with a control panel. Use it to lower a barrier on the other side, then finish clearing out the side. Return to the end of the walkway and continue forward along the previously untaken path. Run through the doorway previously blocked by the force field, then follow the only path to reach the doorway to the Reactor Core.

Follow the path as it curves along the left wall and take the walkway to another lab tech. After the Objectives are updated, continue across the next walkway to a control panel. Use this panel to summon an elevator to the top. Use the control panel again and quickly put everyone onto the elevator, riding it to the bottom. Collect the items from the objects down here, then ride the elevator back up using the lower control panel, then turn right.

Just past the elevator are Acolytes, Energy Resistant fighters. As soon as they start toward the group, use Magma's Fiery Form and fight them up close. Switch to Wolverine and use his physical attack Powers. Along with the normal Acolytes is an Acolyte Warrior. These larger enemies absorb much more damage before going down for the count. They are Physical Resistant, and hit hard in a melee fight. They also like to punch the ground, sending out a shockwave of force to both damage and knock back X-Men. After taking out a few of the normal Acolytes, let Wolverine keep the Warrior occupied with physical attacks while the rest of the team stands back out of shockwave range, and uses ranged Energy attacks for combo damage.

XTREME ATTACK!

Some of the X-Men should hit level 15, assuming they haven't already. This level, along with skill points, unlocks Xtreme Attacks, which are available via the Mutant Power buttons. Each of these attacks does an extensive amount of damage to all nearby foes, making them a great last resort when the team is swarmed by enemies and Health and Energy Packs have run low.

Stay back near the elevator while fighting these foes, because more are waiting just further back. This wave includes an Acolyte Adept. When one of these green-clad enemies appears, focus on him immediately. The Adept is Mental Resistant, so use both Energy and physical attacks in combinations to take him down. They can teleport short distances, making them harder to pin down, and also use a ranged energy blast. Their main threat is the ability to revive fallen comrades.

Once the enemies are cleared, go across the walkway ahead and to the left of the elevator controls. Time the rising and falling electric surge to make it through safely. Use the control panel on the other side to lower a barrier further along. Cross back over the walkway and run back toward the elevator, then pass it and turn left onto the walkway right beside it. Fight off the enemies in this short curved section of path, then run to the other end of the "U." Switch to Storm fly over the railing and directly down to an isolated section of walkway at the bottom of the room. Break open the objects here to collect a **Comic Book**. Fly back to the top, and run through the doorway in the center of the "U"-shaped path to enter the Coolant Pumps area.

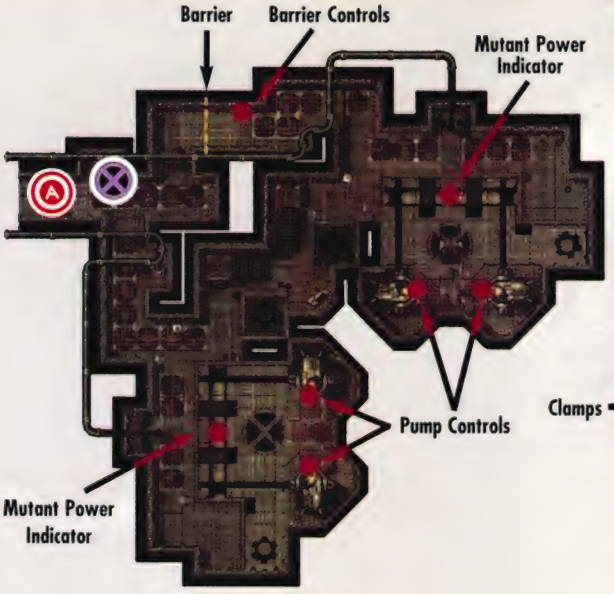
COOLING OFF

Another Xtraction Point lies just inside this doorway. Turn right at the intersection, and continue to bear right along the walkway. Fight past the Acolytes to reach a broken walkway and glowing blue "X." Create a bridge, cross it, and use the two control panels on the other side to start two of the four pumps. Cross back over the bridge and turn right to retrace the team's steps. This time, continue to bear right to reach a set of stairs leading down. Follow them, then ascend the next set of stairs to a landing.

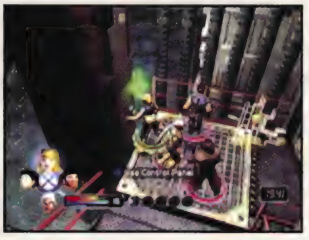
From the top of the stairs, take the path forward and continue to follow the right-hand paths to reach another blue "X." Form another bridge, cross over, and turn on the remaining two pumps. Return over the bridge and back to the left to reach the next intersection. Follow the path to the right to a control panel that lowers a barrier in the hall. Continue through the barrier's location to circle back to the Xtraction Point to save, then exit back to the Reactor Core.

After reentering this room, continue straight ahead to the control panel. Use it to raise the coolant level now that the pumps are running again. Go back across the walkways to speak to the lab tech once more. He warns of a metal man in danger in another area. Retrace the team's steps toward the elevator and turn left to face the wall just past it to find the doorway leading into the Conversion Sequencer.

Just inside the doorway, use the control panel to lower another elevator. Down at the bottom, move forward and left to a walkway to find Colossus physically keeping a reactor in check. He cannot leave, and now the X-Men must find some way to secure the regulator. Once the conversation with the Russian X-Man ends, you have a twenty-minute countdown in which to complete the updated goals.



As the clock starts ticking down, follow the walkway right at an intersection. Use the control panel at the bottom of a set of stairs, then return up the stairs, bear right to continue up, then down another set of stairs to another intersection. Turn right to clear out this small area, return to the intersection and turn right again (forward from the bottom of the stairs) to continue on the main path. Upon reaching the door to the Secondary Control center, step through.



COUNTDOWN TO DESTRUCTION

Once past the entrance, save at the Xtraction Point and follow the path forward through a door and down a set of stairs. At the opposite side of the open area, form another bridge at the blue "X," and prepare to fight off more enemies. Be careful fighting at this bridge. Some enemies may get knocked over the edge and your allies might try to follow, falling to their deaths. As soon as the bridge is formed, pull back and use Call Allies constantly to keep everyone on the same side, allowing the first enemies to approach the team. Once the immediate area is safe, cross over and wipe out any remaining foes hanging in the back.

A barrier blocks the left path, so climb up the stairs. Before moving on, switch to Storm and fly up to a small railed area just above and fight off an Acolyte Master, another Mental Resistant Mutant with ranged energy attacks and plenty of Health. Pin him in the corner with melee attacks and continue to pound on him until he falls. Pick up the **Sketch Book** from this area, and fly down to rejoin the team.

Continue to the right and up another set of stairs. At this point some of the enemies inside the control rooms may emerge. If this happens, take Magma in Fiery Form or Wolverine past them quickly and hunt down the Acolyte Adept inside. Through door are two control rooms, linked by a second doorway. At the far end of the second room is another lab tech, this one familiar with the X-Men. Run through the dialogue options, then look for the control panel in the same room. Use it to lower the barrier passed earlier. Go back to that spot and head through the barrier. Exit through the door to reach the Condenser Controls.

Head through the next door and through the room. Turn left and open the next door and climb down two flights of stairs to a lower walkway. Proceed across the open space to reach a new set of stairs leading back up. Be ready for a fight as quite a few Acolytes pour into the landing at the top, then go through the doorway and into the next hall. Run forward to reach the few remaining enemies, then turn left to head through another doorway. Once through the door, bear slightly to the right and down some stairs to reach a control panel. Use it to release the first of the clamps over top of the reactor. Climb back up the stairs, and clear out the objects at the top to uncover another **Danger Room Disc**.

With everything finished here, go forward from where the team first entered the room and use Storm's Whirlwind to put out the flames blocking the path. Move straight ahead and back into a new section of the Conversion Sequencer.

Save at the Xtraction Point just inside the door, then use the control panel to release the second clamp over Colossus's head. Switch to Storm and move to an open space in the wall left of the control panel. Fly across the open space to a small platform in the corner of the room. Pick up the **Stat Point** and **Danger Room Disc** from this area, then fly back to rejoin the team.

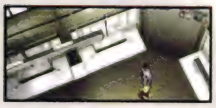
With Storm still the active character, use Whirlwind beside the clamp and it locks into place. (Without Storm available, Jean Grey's Telekinesis also does the trick.) Use Lightning Strike or Cyclops's Optic Beam to weld the clamp into place. Turn right and go through a doorway to follow a "U"-shaped path over to the next clamp. Use Whirlwind and Lightning Strike again on this side. With the clamps now welded into place, Colossus is saved.

MUIR ISLAND

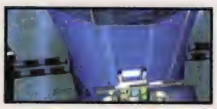
CHARACTER

MAGMA

OBJECTIVES



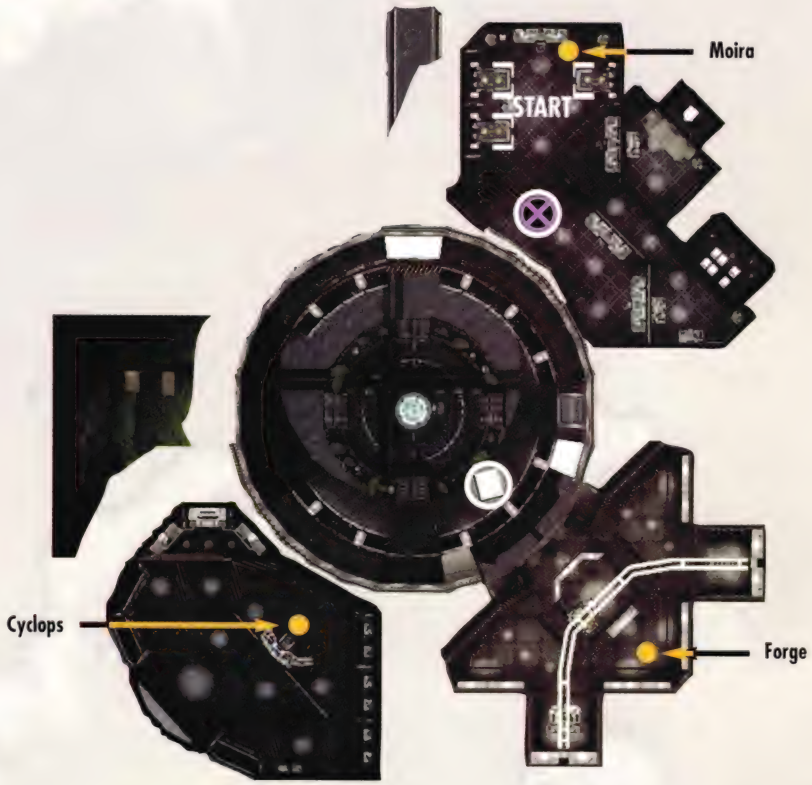
Talk to Forge



Reboot the mainframe computer for Forge

ITEMS

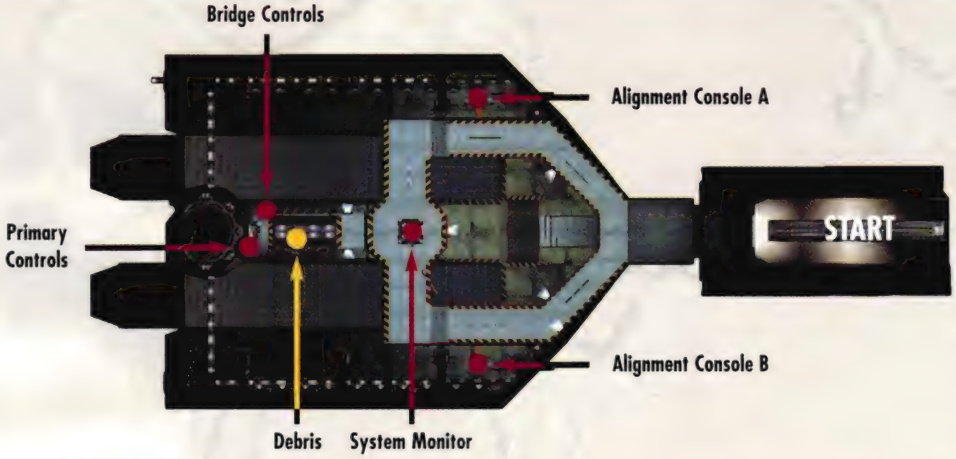
Sketch Book (Jubilee)



A MYSTERIOUS ILLNESS

Talk to Moira to find out more about her and the Research Center. In the back of the room is an Xtraction Point. From the Xtraction Point, follow the lower wall to the doorway leading to a raised walkway. Follow the walkway right out into the center of the room; continue up onto the next path. After a few feet an opening leads into another room.

After watching the events in the communications room, exit through the doorway and return down the walkway. Climb down to the next tier when the walkway dips down. Turn right and follow this path to reach a **Sketch Book**. Continue along the path to two ramps leading down into a room. Inside this room is Forge. Speak with him to find out that the Mutant inventor is having computer problems. Volunteer to help, and the scene shifts to the Com Core of the island.

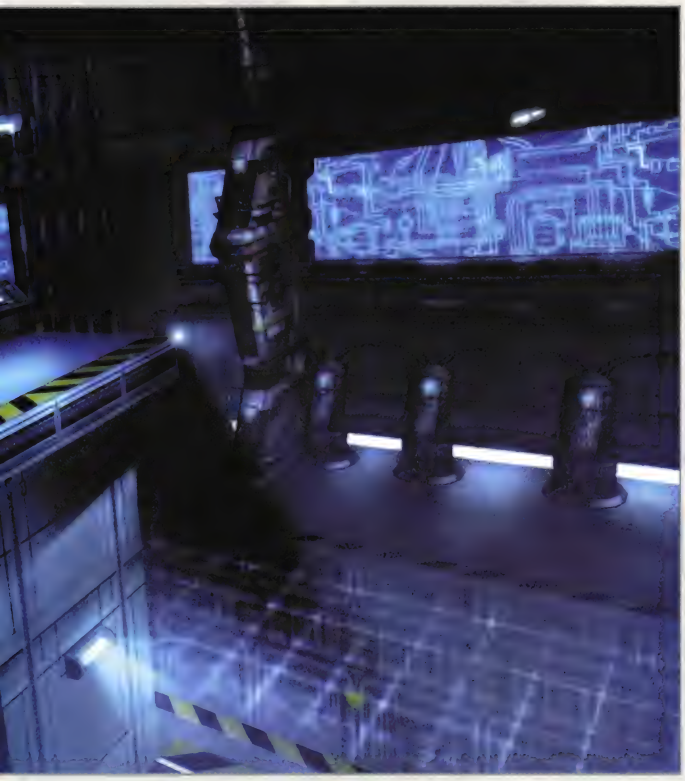


First, raise the bridge to reach the Primary Controls for the computer. Move forward into the room, and a group of Danger Room Sentries immediately attack. Use Fiery Form and make use of Magma's other Mutant Powers when multiple foes are clustered together.

They're not very dangerous, and what damage Magma does take can be healed with the many Health Packs they drop.

Circle the top tier of the room to destroy these robots, then drop down to the floor below to wipe out the remainder. Return to the top floor and go to the far end and use the System Monitor. It turns out that debris is preventing the bridge from rising. Run just to the right of the System Monitor to where cracks in the glass window are visible. Attack the window at this spot to break through and into the next section. More enemies attack on this side, so take them down before worrying about the bridge. Attack the debris in the center of the room to destroy it, then use the Bridge Controls on the far right side of the bridge section to raise it. Run onto the section of bridge to ride it up to the higher level. If you miss the chance, just use the controls again to lower the bridge back down and try again.

Step a few feet forward to the Primary Controls. It turns out that the system is still unstable, and Magma must manually realign the Core. Run across the bridge and through the door to return to the first section of the Com Core, then drop down to the bottom level. The two Alignment Consoles are on either side of the room, Use them both to realign the Core. Take the stairs back up to the higher level and run back across the bridge to the Primary Controls, and the computer is as good as new.



XAVIER INSTITUTE

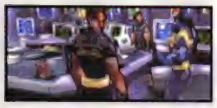
CHARACTER

MAGMA

ITEMS

Sketch Book (Trio One), Danger Room Disc (Challenge—Iceman), Comic Book (Rogue)

OBJECTIVES

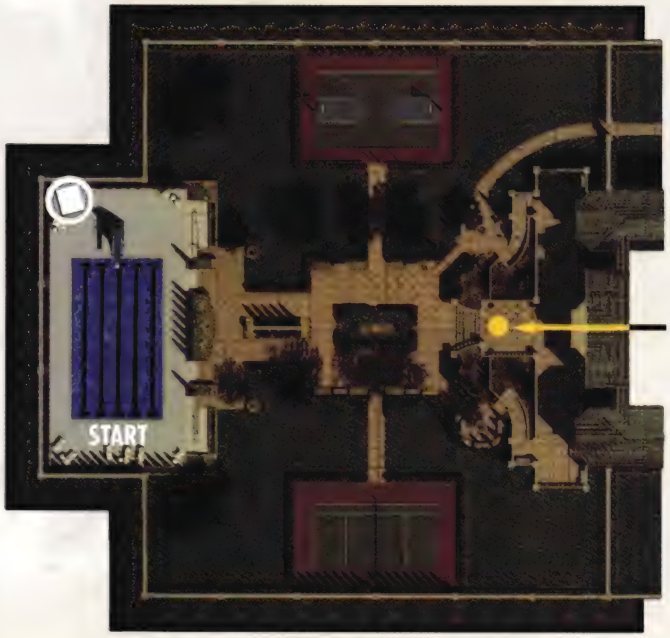


Proceed to the War Room and attend mission briefing

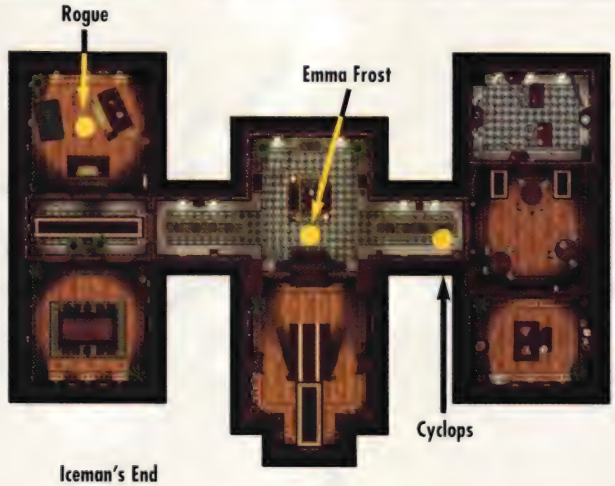
Find Jean Grey and talk to her

Explore the X-Mansion and talk to the X-Men

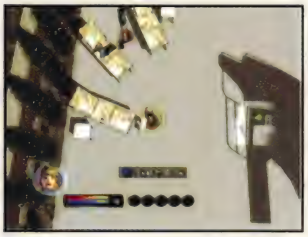
Go to the War Room to activate the next mission



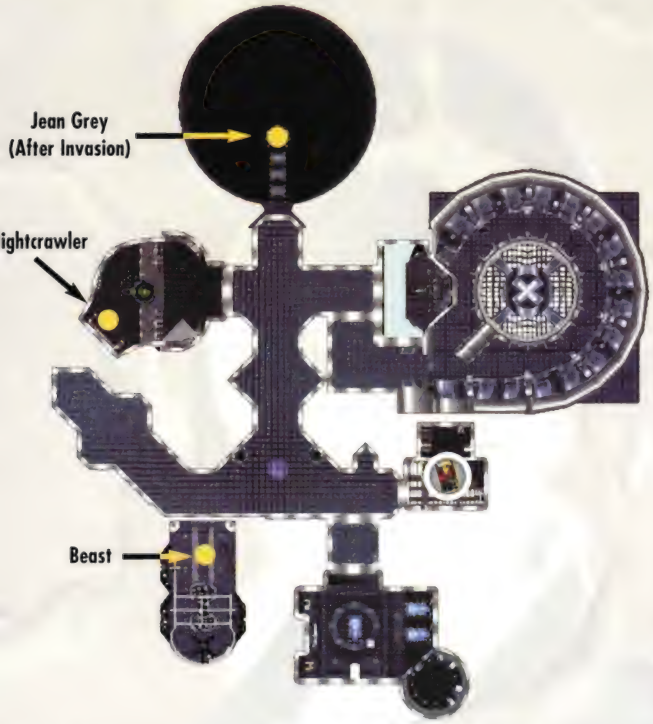
HOME SWEET HOME



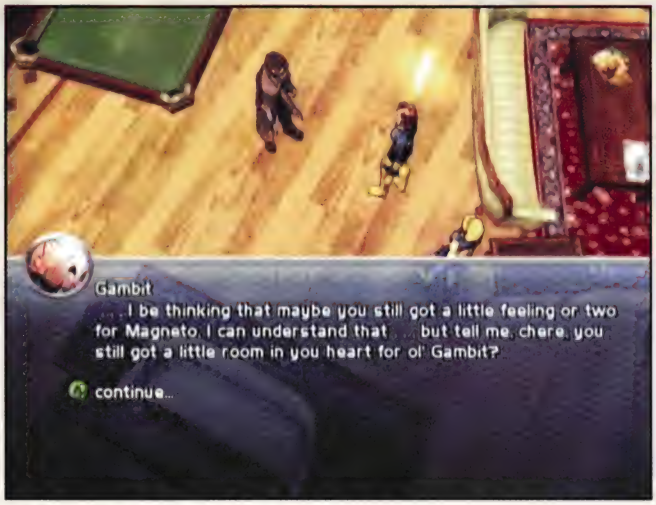
Turn left and leave the pool area, picking up a **Sketch Book** along the way. Just in front of the entrance to the building stop to speak to Colossus, then enter at ground floor.



A Mutant named Emma Frost has arrived at the Mansion in response to a summons from Charles. Once the scripted part of the conversation ends, ask the various questions that appear as options.



When the conversation is over, proceed to the Day Room. Here another conversation is taking place between Rogue and Gambit. After Gambit leaves, speak with Rogue. Return down the hall and to the other end of the level, and Cyclops is standing in the hall just before the Library. Speak to him, then take one of the elevators up to the Dormitories to check out the changes there.



While on the top floor, look at Alison's Diary, Cyclops's Bed, Rogue's Desk, Iceman's End Table, and Colossus' Study Desk. More importantly pick up the **Danger Room Disc** from the narrow walkway beside the stairs. With that done, move to the Subbasement.

Save at the Xtraction Point, then head for the Brig to pick up a **Comic Book**. Track down Beast in his lab to talk to him. Next, head into the War Room and speak to Nightcrawler. Once finished with the conversation, check the Mission Control Computer to kick off an important meeting.

This is a quick excursion out to the Estate grounds to battle the invading enemies. Feel free to take along favorite X-Men for the ride since there are no specific powers needed here. Consider a mix of old characters for their strength, and unused team members to let them gain a bit of field experience.

SUGGESTED CHARACTERS

COLOSSUS: This gives him a chance to gain field experience, and his toughness comes in handy.

CYCLOPS: Useful for his long-range attacks as support and his long experience

JUBILEE: Her special attacks to weaken the enemy.

WOLVERINE: The main brawler, good for his physical attacks.

OBJECTIVES

Search for GRSO soldiers in the back yard. Jean Grey will reveal their location when you get near them (10 total)

Search for GRSO soldiers in the front yard. Jean Grey will reveal their location when you get near them (12 total)

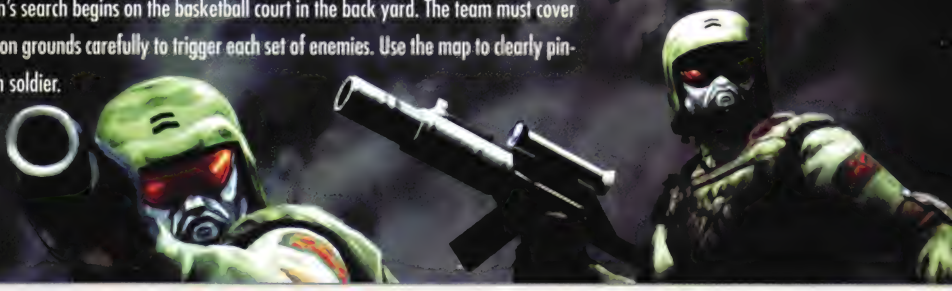
ITEMS

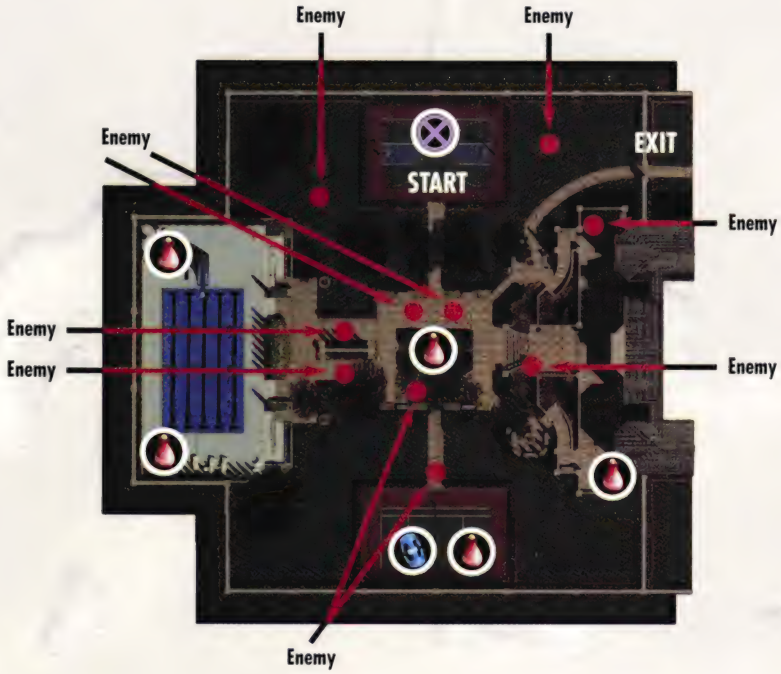
Energy Packs, Health Packs

GRSO INVASION!

TIDYING THE YARD

The X-Men's search begins on the basketball court in the back yard. The team must cover the mansion grounds carefully to trigger each set of enemies. Use the map to clearly pinpoint each soldier.



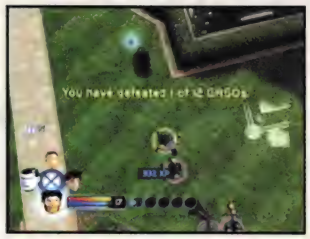


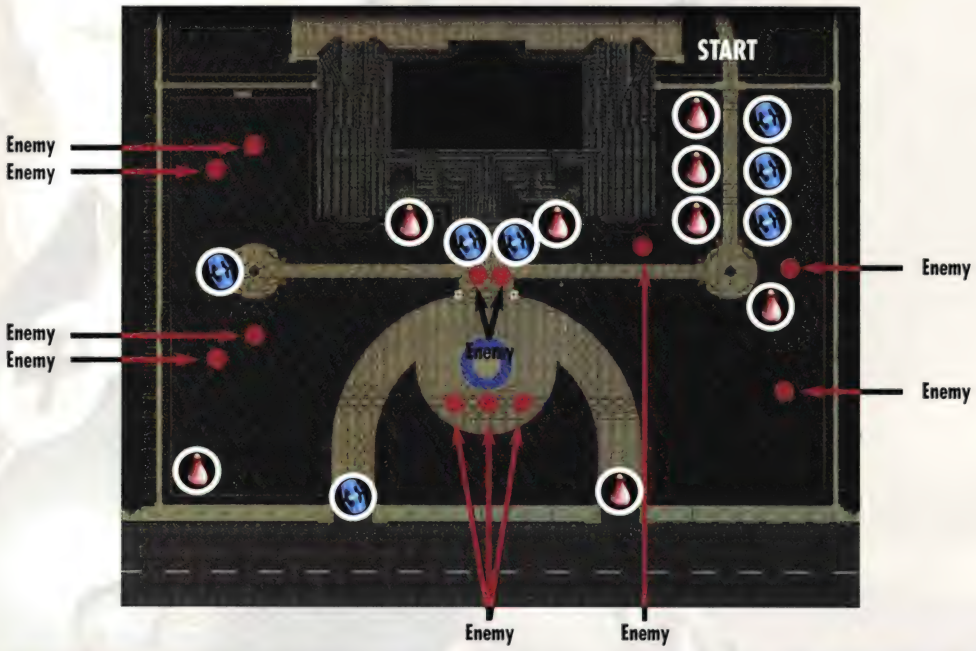
The first enemies appear seemingly from thin air. Each set of enemies consists of Infiltration Drones and GRSO Infiltrators. The Infiltrators are gun-wielding humans and are the main focus. These are the enemies that count toward the overall number needed to meet the Objective. The Drones are small flying robots that are agile. The enemies hit moderately hard, but control Wolverine actively and use his Feral Rage and occasionally his other Mutant Powers, while the other X-Men lend their own support. Between this and Wolverine's Healing Factor, the fights should go smoothly.

Two more GRSO soldiers appear in the walkway between the center of the yard and the swimming pool, with another stationed in the yard between the swimming pool and basketball court. One is in the entrance to the tennis court, and another below the stairs in front of the Mansion. One is on the stone path near the center of the map. The last two soldiers are to the far left side (facing the mansion) of the terrace in front of the building, and in the yard further left. With all enemies unmasked, go to a gap in the hedge of the yard to the left of the mansion in order to go to the front yard and continue the search.

TAKING OUT THE GARBAGE

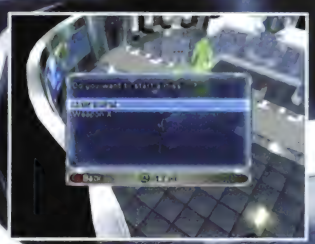
Once on the other side of the hedge, run up the path. The first two enemies are at the bend in the walkway. The next is near the side wall. From there, cut across behind the fountain, where the next three appear. Two more show up beside the circular end of the pathway in the other side of the yard, with another two back in the portion of the yard beside the mansion. Cut back across the front of the mansion, where the final two soldiers appear.





INVASION AFTERMATH

At this point there's little new to say or do, assuming you explored the mansion thoroughly before the invasion. Emma and Rogue have disappeared, and Jean has appeared within Cerebro's room. Go talk to her to find out some information about the Astral Plane.



Enter the War Room one more time to activate the next mission. This time there is a choice between two missions. Choose which to start next, the Astral Plane or Weapon X missions. The order you choose doesn't matter, but the walkthroughs are presented in that order.

ASTRAL PLANE

CHARACTERS

EMMA FROST

JEAN GREY

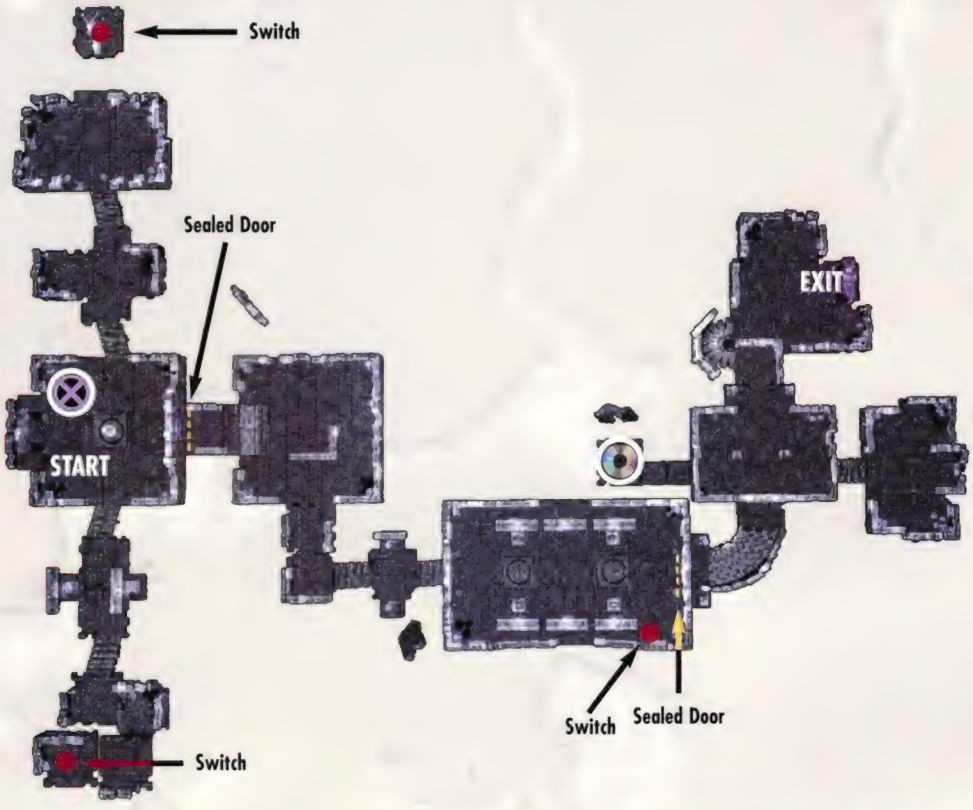
PROFESSOR X

OBJECTIVES

Illyana is trapped somewhere on the Astral Plane. Rescue her.

ITEMS

Danger Room Disc (Challenge—Phoenix), Danger Room Disc (Qualifying Exam 300), Comic Book (Emma Frost)



IT'S ALL IN THE MIND

Save at the Xtraction Point, but there's no changing the team. Allocate points and equipment for Emma and Jean; Charles already has his abilities set. Cross the room toward a sealed door to brush against a guide stone marked with a green arrow. When touched, the stone disappears. Climb up the stairs to the right to the next of these stones on the landing. Keep following the stairs to touch the next, then jump left onto another section of floor for another. Continue to leap up a few more sections to reach a switch. "Use" this one and the first of two torches is lit beside the closed door.

Return to the starting room, but this time climb the stairs to the left of the starting position. Upon reaching the top, cross the room and face out into space; there is a floating platform holding a second switch. Change to Jean Grey, and use Telekinesis while facing this switch. Return to the starting room and step through.

Destroy the ghostly forms of jars and urns in this area.

BATTER UP!

With Professor X along for the ride, combos are not necessary to defeat the enemy. Since combos give bonus experience points, you should still use them. Jean Grey is especially good at setting up the "Batter Up" Combos with Telekinesis.

The first enemies appear in the next room. Astral Shades are strange, agile flying creatures. Although they have the ability to use ranged energy attacks they are the weakest of Astral creatures, and with Professor X along they are no threat. Charles is incredibly strong and easily defeats enemies in a few melee strikes. If multiple foes appear nearby, use Blast Legend to damage all of them at once. Any combat is over quickly, but learn the various abilities and strengths for future reference.

Follow the lone path. Astral Fiends start to appear soon. These are land-bound demons, and slightly stronger in melee than their flying cousins. Continue on until stopped by a sealed door. Clear out the enemies that appear and another switch appears beside the door. Use it, and pass through the open door to reach a room with exits in all directions.

First turn left and go through the doorway to reach a small section of floor holding a **Danger Room Disc**. Jump back up the steps to the room, then go straight across and through the opposite doorway. Return to the previous room and turn right to take the remaining path. At the end is a room with a glowing doorway, which is the exit to the next area.

ECHO LOCATION

Press forward through the large open room, turn left and climb the stairs to fight a new wave of foes, including the Astral Shadow. This is a "leader" monster that lends its Energy Resistance to nearby allies. It attacks with a ranged Energy attack. With Professor X, it's no real threat, so clear the room and descend the stairs. At the bottom head, straight across and take the opposite stairs (either set) down to the next room. Turn right and climb down to the next room. Jump back up to the last room and cross its length to the opposite doorway. Take the stairs down to a room with an Xtraction Point.

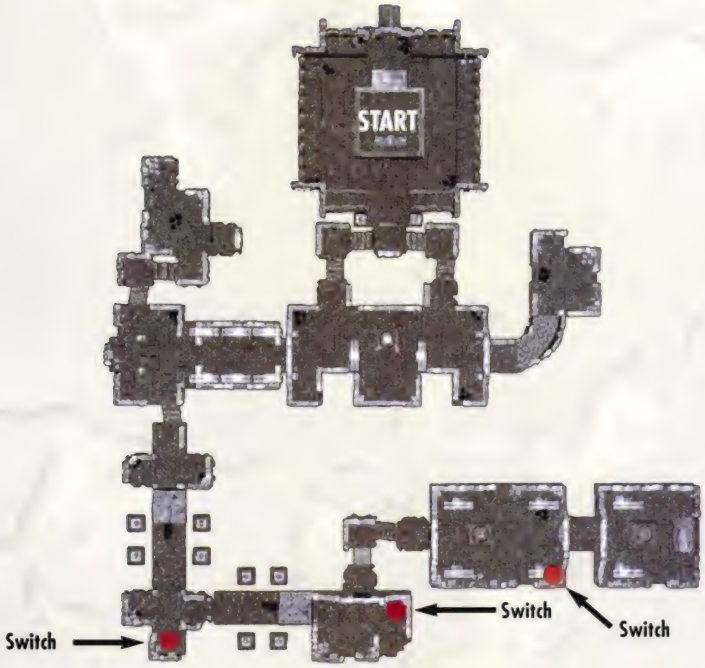
Run right and follow the stairs down to a new room. This area holds another **Danger Room Disc**, as well as a strange unseen foe. These enemies also have the ability to summon up reinforcements, so take them down first in any fight.

Return to room with the Xtraction Point, then run across to the opposite stairs. Once at the bottom, watch the edge of the room opposite the stairs to see a stone floating back and forth between this room and another in the distance. In the area that a stone floats back and forth, characters can fall to their death if they misstep.

Pick one character to make the trip, then wait at the edge of the room. As soon as the floating stone makes contact with the floor, step onto it. Walk across the stone to the other edge as it crosses the chasm. As soon as it touches the next floor, step off onto solid ground. Run across the room and use the switch. This causes a bridge to form across the chasm, allowing the other two teammates run across. Now turn left and go through the doorway, fight off the last few enemies, and exit to the Endless Stairs.

THE TRUE FACE OF EVIL

Go through the doorway to end up facing the rear of a large room. Climb down the steps and circle the room once to break the various objects, including those on the raised section edging the room. Exit the room and climb down the stairs in either direction to reach a second long room. Climb the stairs to the left to clear this single room at the top, including the Astral Goliath that appears. These foes are strong melee-type "leaders" that lend their Physical Resistance to their friends. With all enemies gone, climb back down and cross the long room to the opposite end, walking through the doorway to the next section.



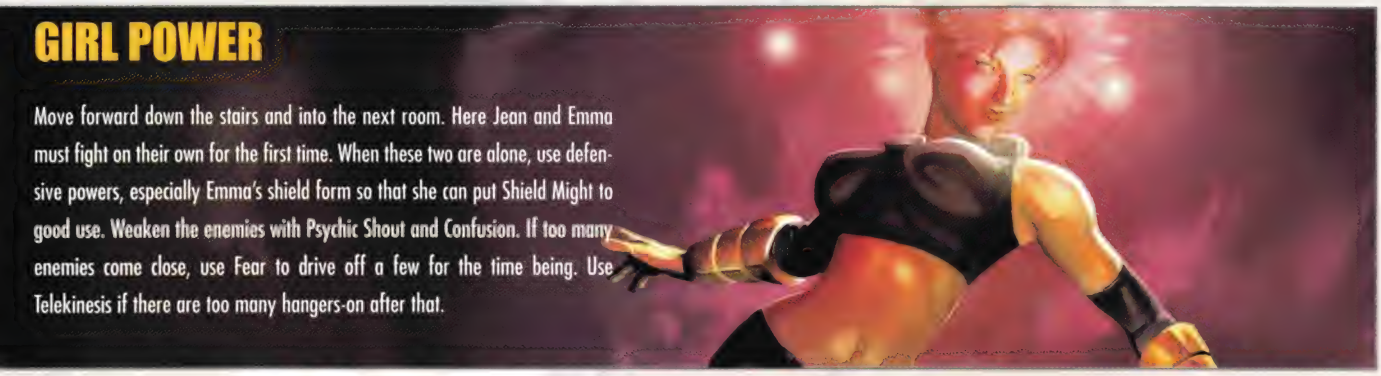
In this room, take the right exit to climb stairs to another single room. Climb back to the top and cross the room to exit the opposite door. The team quickly comes to the edge of a room and another of the floating stones. Use Professor X as the active character, and ride it across in the same way as before. Take out the enemies waiting in the other room, then use the switch at the other end of the room to form another bridge. Turn left to take another floating stone to another separate area. Quickly flip the nearby switch, then turn to face the Warped Synapse. This jelly-like foe doesn't attack, but instead creates multiple enemies at a time called Ego Creepers. These second enemies self-destruct to inflict heavy damage. Take out the Synapse quickly, and use defensive Mutant Powers to stave off the Creepers. Watch them carefully and when they rise up into the air and hang in space, move away to avoid the explosion.

With those out of the way, step through the now-open door by the switch. Follow the only path to a large open room, and fight off the two Astral Wardens. These monsters are Mental Resistant, and a large amount of health. Weaken them first, use defensive powers, then use each character's best physical attacks and Professor X's mental powers. With Xavier's telepathic strength, even resistant enemies can't stand against him for long. Once both enemies drop, flip the switch that appears and head through the doorway to the next room.

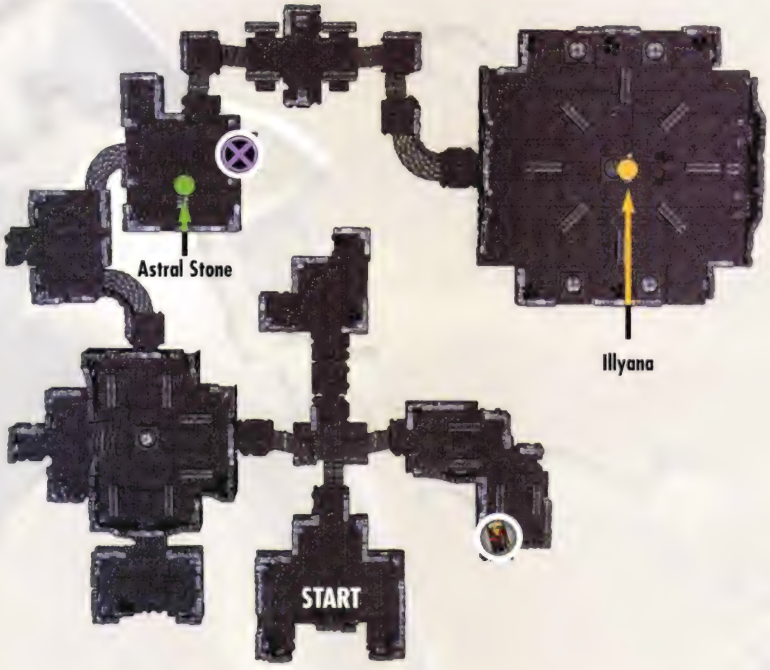
THE STORY SO FAR
PERSONNEL PROFILES
GAME BASICS
WALKTHROUGH
ACT 1
ACT 2
The True Face of Evil
Girl Power

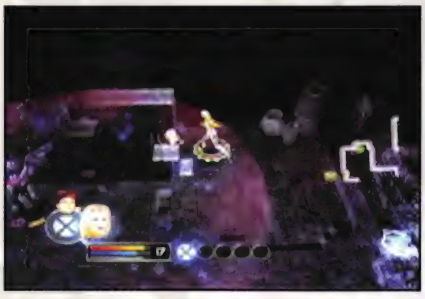
GIRL POWER

Move forward down the stairs and into the next room. Here Jean and Emma must fight on their own for the first time. When these two are alone, use defensive powers, especially Emma's shield form so that she can put Shield Might to good use. Weaken the enemies with Psychic Shout and Confusion. If too many enemies come close, use Fear to drive off a few for the time being. Use Telekinesis if there are too many hangers-on after that.



With the first fight over, turn right and climb down the stairs to a single room. Fight off the stronger enemies here, and pick up a **Comic Book** from the far end of the room. Climb back up the stairs head straight across to the next stairs to clear out another single room. Return to the previous room and go left to take the last exit from this intersection. From this next large room, the left exit leads to a room with more enemies to fight. Return to the large room, and turn left to clear out more enemies on a small platform at the top of the steps. Climb back down and turn left again to take the last doorway to a winding set of stairs and the next room on the main path.





TAKING THEM ON

With the group down a member, it might seem to be a bad idea to take on as many of the strong "leader" enemies as possible, but such foes drop an abundance of healing items.

This room holds another Warped Synapse. Sweep away the Ego Creepers with Telekinesis when they rise into the air to self-destruct. Continue up the stairs opposite where Emma and Jean entered, and exit into a room holding an Xtraction Point. The room also holds an **Astral Stone** to the right of the Xtraction Point. Equip it on one of the women for an extra boost against the enemies on the Astral Plane.

Turn left from the room's entry point to find stairs leading down, and follow the path. After a few twists and turns is a large open area with the frightened Illyana, held captive by astral monsters. Take on the two Mental Resistant Astral Wardens. Stay in one place to fight a single Warden at a time. Once all the enemies are cleared out, Illyana is saved.

WEAPON X FACILITY

CHARACTERS

CYCLOPS

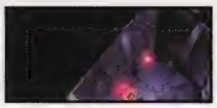
WOLVERINE

OBJECTIVES

Investigate the entire Weapon X facility

Find Havok and talk to him

Defeat Havok



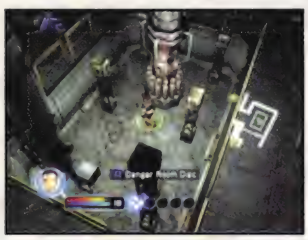
Free the imprisoned Mutants from their cells (2 cellblocks)

ITEMS

Energy Pack, Health Pack, Danger Room Disc (Sabotage 402), Danger Room Disc (Challenge—Nightcrawler), Danger Room Disc (Focus 401), Sketch Book (Weapon X Lab), XP Pickup

EXPLORING THE RUINS

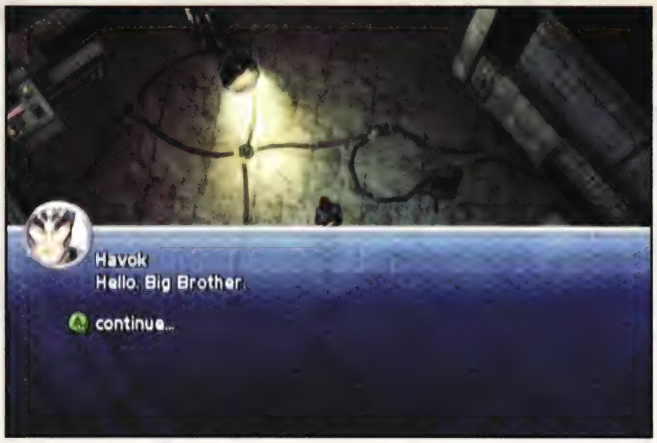
Cyclops starts out in a decrepit room on one edge of the floor plan. Move forward into the next rooms to meet a Patrol Drone, which are small, guardian robots scattered throughout the ruins. Continue through the next door and jump down into the pit in the floor. In the center is a **Danger Room Disc**. Jump back out the side of the pit where there is no railing.

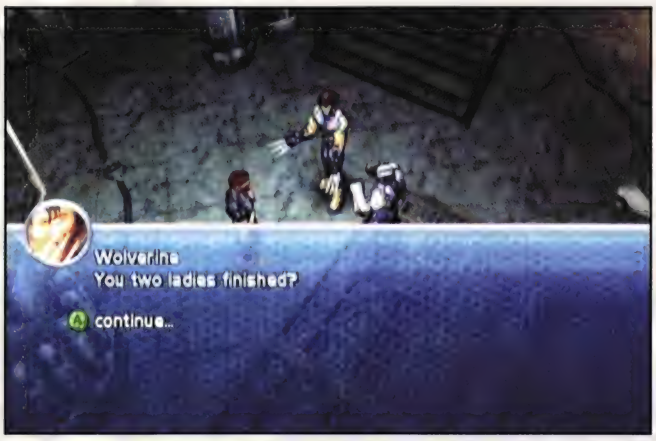


Head through the door to the left of the one Cyclops entered. Clear up the last few Drones and objects turn left. Save at the Xtraction Point, then jump through the broken window into the next section. Turn left to continue. As in the Weapon X flashback sequence, there is only one path to follow for a while. Use Optic Beam to jump-start machines marked with a blue "X" along the way.

Continue straight ahead at the intersection, and through the next door. Move through the large room and at the far end, drop down through the broken glass to the lower level. Climb up the nearby stairs, turn left, and jump across to jump-start another machine. Run back across and jump back onto the higher level using the pipes and other debris as a springboard, and return to the intersection. Take a right to head down the hall and enter the Lab Support Ruins.

Follow the path to another lifeless machine. Power it up with an Optic Blast and step inside the door to pick up an **Energy Pack**. Move a few feet down the hall and repeat the process for a **Health Pack**. Back in the hallway, a cut scene explains the reason for Cyclops' visit





To continue, you must defeat Havok. Use Tactics Power and rush in to attack hand-to-hand. Because of their relationship, Cyclops's and Havok's Mutant Powers don't directly affect each other. However, Havok's plasma blasts still knock Cyclops into any nearby objects to damage him slightly. Make use of the special melee techniques such as the Pop-Up to increase Cyclops's damage output and keep Alex from using too many Mutant Powers of his own.

Once Havok's Health is worn down, the brothers are interrupted in their fight by Wolverine, here to investigate after the invasion at the Mansion. After the short dialogue is complete, Wolverine joins the team and Havok tags along with the group. Bear right and move forward to take a set of stairs at the end of the room leading up to a room that was sealed on Wolverine's first trip through the area. Move onto the elevator in the room to trigger the transition to the next map, the beginning of the secret area of Weapon X.

INTO THE UNKNOWN

Save at the Xtraction Point beside the elevator, then move forward through the only door. On the other side is a GRSO Skirmisher. These foes have good melee attacks, but are otherwise not too tough. Proceed straight ahead to reach a room with the right side blocked with a barrier. Continue through the next door and turn left to follow the wall to reach a GRSO Expert Sniper. These enemies have firearms and a bunch of Health to burn through. Pin down this enemy by itself and use Brutal Slash and combos to eliminate the Sniper.

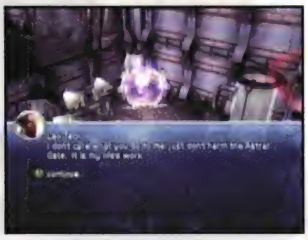
Head down the stairs in the room opposite the doorway, cross this lower section, and climb up the next stairs to proceed through the next door. Run forward and to the right to enter another small room off this one, and take down the GRSO Line Officer inside. These foes use nasty energy guns, are Physical Resistant and share this ability with their nearby comrades. Use Optic Beams and Tactics Powers to take him down quickly. Clear out this small room, head back to the entrance and move forward and left this time. Stop just outside area of another of the energy-draining machines first encountered on the Arbiter and destroy it with an Optic Beam. Nearby are another Sniper and a GRSO Commander. The Commanders are like the Line Officers, except they are Energy Resistant.

Clear out the rest of this area and move forward through the door. Turn left to destroy a second of the energy-draining devices. Continue to the left around the room past a barrier to the left to reach two more doorways. Explore the room in the center of the circle, then return out the same door and cross over to the opposite doorway. Inside this room, use the GRSO Control Panel to shut down the barrier. Head to the right side of the room through the Line Officer and pick up a **Danger Room Disc**. Return to the circular room, and turn left to continue around the circle. Upon reaching the hall that was blocked by the barrier, step through and fight off the enemies and continue through the right-hand door to reach the D Block Ruins.

In the D Block, proceed through the next room into a smaller room with branching paths. Fight through to the left door and into the room behind it, to meet up with a GRSO Master Sniper, a stronger version of the Expert Sniper. Make a U-turn through this section to reach the next door and a room holding another of the energy-sapping machines. Hang back by the door for a moment to fight off the enemies and collect a **Proximity Keycards** from the Commander. Next, eliminate the machine and step forward through the door opposite where the team entered to retrieve a **Danger Room Disc**. Step back out the door, and turn right to continue through the building.

Once through the door, watch for a pipe to the right. It send forth a damaging jet of flame if disturbed, blocking the door to the left. If this happens, switch to Cyclops and use Optic Beam to weld it shut. When the hallway is clear, step through the door opposite the pipe, turn right, and create a hole in the wall to the next room. Proceed through the opposite doorway, run to the right end of the room, and turn right again to take another doorway into a lab. Make another U-turn to the left and knock a hole in this wall to continue.

Follow the path to reach another of the multi-level laboratories. Clear out the top level, then head for the stairs leading down. When the cut scene with the lab tech ends, progress up the next stairs back to the higher level of the room. Fight off the enemies and destroy the energy-draining machine here. Take the door to the left of the stairs to exit this area.



Step through the door to save at the next Xtraction Point, then take the right fork. Clear out the room and turn left to face the wall, then create a hole through into the next room. Turn right and move through the next door to face a GRSO Officer, like those fought in the previous level, but Mental Resistant. Descend the stairs and turn right, ignoring the enemies on higher walkways for now. After a few feet your Objectives update.

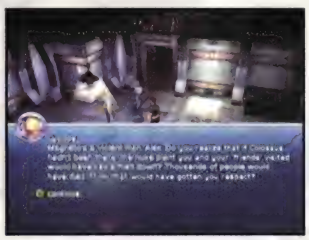
After the new Objective appears, continue forward under a walkway and bear right, being careful of more of the pipes that emit flame when damaged. At the far end of the room, climb the stairs to the higher section and double back to destroy another of the machines that drain energy. Continue through the raised section to reach a walkway. Follow this path to reach a separate section of the higher floor.

STRONGER AND STRONGER

The enemies in this mission give hefty experience rewards, so if you hadn't reached level 20 before, expect to do so now. At this point, the team's capacity for each type of Pack hits 20, and a second level is added to the Xtreme attack meter. Concentrate on unlocking some of each character's more advanced Mutant Powers, such Strategy, an upgrade of Tactics that affects nearby teammates as well as Cyclops.

After fighting off the enemies, turn left and head along this upper area, meeting another of the energy-drain machines. Continue through the door and around the next bend to reach an Expert Sniper guarding a **Sketch Book**. Grab it, turn around and head back through the door. Follow the right wall and locate a control panel with a red arrow over it. This is the Cell block I Control Panel. Use it to release some of the Mutant prisoners and trigger a dialogue.

Continue back along the raised area, bypassing the end of the walkway to reach the opposite side of the second floor. Watch the right wall, and use the next control panel when it's found. This releases the remainder of the prisoners and completes that Objective. Continue to the end of the floor, and beside the exit Alex parts ways with the other two. Step through the door, and the mission ends.



SUGGESTED CHARACTERS (Sentinel Fight)

COLOSSUS: This mutant's strong defenses make him a good choice against hard-hitting foes, and his Mutant Powered attacks add needed punch.

CYCLOPS: His long-range attacks let him attack from a distance, staying relatively out of harm's way.

ROGUE: Her defensive powers are above the norm, and her Mutant-powered punch adds some welcome damage. Her flight is useful for one item.

STORM: Like Cyclops her powers are more ranged, keeping her out of the danger zone. Like Rogue her flight may be minimally useful.

OBJECTIVES

Defeat 12 Sentinels

ITEMS

Energy Packs, Health Packs

XAVIER INSTITUTE

CHARACTER

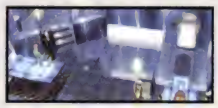
MAGMA

ITEMS

None

OBJECTIVES

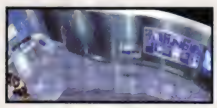
Find Emma Frost and Jean Grey and talk to them to learn more about the Astral Plane



Talk to Beast and Storm in the Medlab

Find Wolverine and talk to him

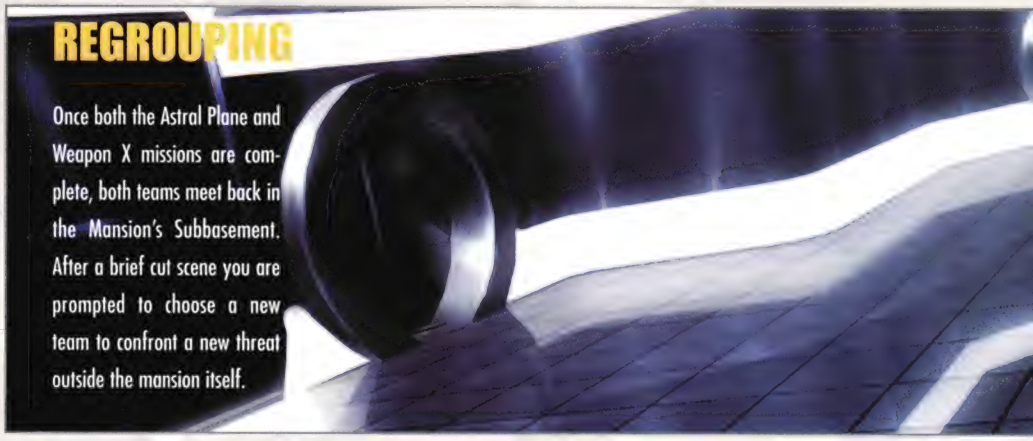
Find Cyclops and talk to him



Proceed to the War Room and attend mission briefing

REGROUPING

Once both the Astral Plane and Weapon X missions are complete, both teams meet back in the Mansion's Subbasement. After a brief cut scene you are prompted to choose a new team to confront a new threat outside the mansion itself.



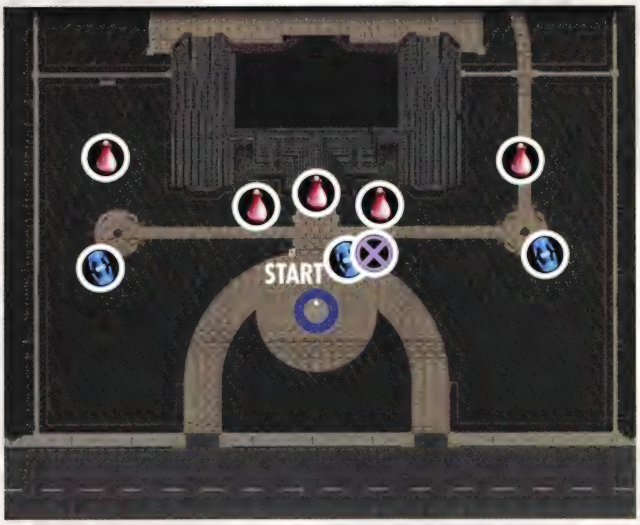
SENTINEL FIGHT

ROSTER SUBSTITUTIONS

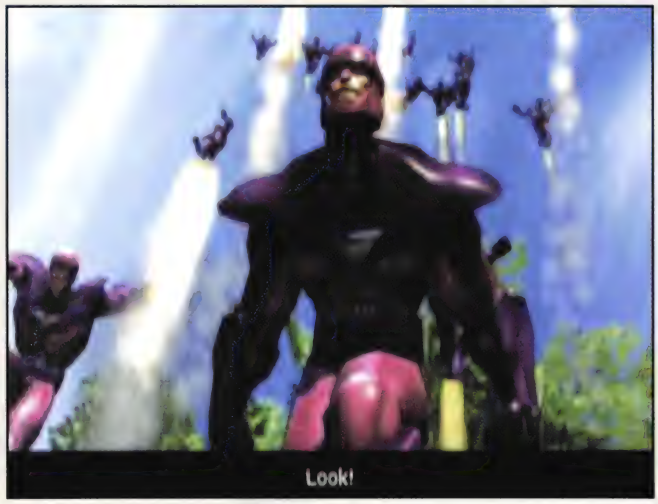
This is a quick excursion onto the Mansion grounds and there's no need to worry about having the right Powers to pass obstacles. Emma and Jean are weak against these foes, so don't use either. With the Sentinels's new immunities, mutants with debilitating powers aren't good choices either. If a character switch becomes necessary, stick with the tougher and more heavy-hitting X-Men such as Wolverine or Beast.

THE MANSION UNDER FIRE

The Sentinels that disrupt the dialogue with Magneto are the same as fought back on the Arbiter. However, they are now immune to some of the special weakening attacks, such as Freeze Blast.



The other complication here is the sheer numbers of Sentinels appearing at once. With so many attacks coming from all directions, it's hard to keep the entire team from harm. Keep toward the outside of the mass of Sentinels and attack from there. If one of your characters does drop, use the Xtraction Point beside the mansion. Save here as soon as possible, then use the Change Team option to replace members or revive and re-add those who have fallen.



Luckily Magneto and his Acolytes fight the Sentinels as well. When the twelfth Sentinel finally drops, a final cut scene ends the battle, and the scene shifts back to Magma at the mansion.

PREPARING THE HUNT

This time Magma starts out in the first floor of the Mansion. Go to the Day Room and speak to Wolverine on the sofa. Take the elevator to the top floor to check out the new personal items that have appeared: Cyclops's Book, Beast's Trophy, Storm's Wallmask, and Wolverine's Book. Return to the Subbasement and save.

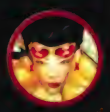
Beast isn't in his lab, but instead is in the Med Lab with Storm. Speak to either character to trigger a dialogue. Before leaving the room, stop to talk to Colossus and his sister Illyana. Jean and Emma are in with Cerebro. Cyclops is in the War Room. Speak to him to learn about the movement of the Acolytes. Step over to the War Room Computer and use it to start the next mission.

SUGGESTED CHARACTERS

BEAST: This brawler is tough and can use area-affecting physical attacks.

GAMBIT: Strong knockback attack and energy wielding capabilities.

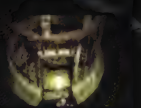
JUBILEE: Enemy-weakening abilities and energy attacks are useful.



STORM: Ranged energy attacks and whirlwind capabilities help out in combat.

OBJECTIVES

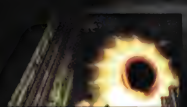
Locate Healer and talk to him



Marrow has kidnapped Healer—locate and rescue him

Find the mechanism that opens Healer's cage

Search for Gateway in the nearby rooms



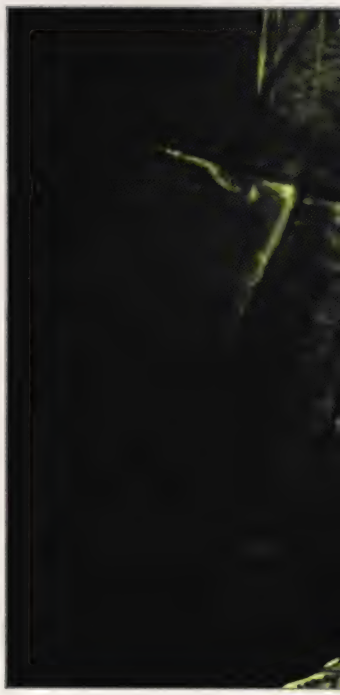
Walk through the portal Gateway created for you

ITEMS

Sketch Book (Morlocks), Danger Room Disc (Focus 402), Comic Book (Gambit), Danger Room Disc (Challenge—Colossus), Danger Room Disc (Graduation Exam 400)

OLD SEWERS

BACK TO MORLOCK TOWN



After a long discussion, it is apparent that the X-Men need to investigate the Morlocks once more. After assembling a team, the scene shifts to the "Hub" of the Morlock tunnels.

Cross the bridge to the center area of the hub, then move to the healer's stand. While the Healer isn't here, another Morlock is. Ask him each question to learn about the Healer situtation.

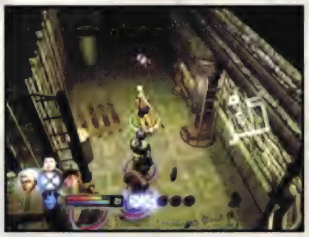
As the conversation ends, a door opens in the distance as a hint of where to go next. Run across the nearest bridge, move to the open door and step through.

Save at the nearby Xtraction Point and head into the unfamiliar sewers. The Morlock Brutes are aided by a hidden Morlock Goth. Break off with one of the fighters, such as Gambit, and search for the Goth. During combat, use Jubilee's Bait and Photo Flash to confuse the enemy, then switch to Gambit and use Staff Slam when multiple enemies are around, or use Charged Card for foes that are at a distance. Clear out the debris from this entire large area, then enter the next door around a bend from where the team entered.

ROSTER SUBSTITUTIONS

Other possible X-Men here are Colossus, Cyclops, Emma Frost, Iceman, Magma, Nightcrawler, Jean Grey, Rogue, and Wolverine. Any of the brawlers such as Wolverine or Rogue can take the place of Beast, although Colossus with Concussion Slam is the best back-up for Beast. Magma fills in fairly well for Gambit. Jean Grey, Emma Frost or Iceman could take Jubilee's role, but Jubilee needs some experience. Swap Cyclops in for Storm if you like, while Nightcrawler is good in either a melee or support role with Teleportation.

Continue through the next rooms to reach one of the sewer waterways. Move right and cross the small walkway over to an isolated section of ground, and pick up the **Sketch Book.** Climb into the water and follow it to the opposite end of the canal to emerge onto the right bank. Take the door just ahead and fight off Morlock Claws. Break the wall, then continue along the path through a hallway, back over the water and along the bank, and back into the tunnels. The path does not branch again before reaching the exit to the Influent Bypass.



Morlock Blades wait for the X-Men here. These are simply upgraded versions of Morlock Claws. With them is a Morlock Giant, another holdover from the previous visit. Another Goth lurks somewhere nearby, so hunt for it and eliminate it quickly. Save at the Xtraction Point, and step through the only door into a new chamber. Step through the door in the center section, then step through the next door into another hallway. This long path leads around to an open area with more water, and a choice of doors.

Cross the water on the walkway, then follow the path all the way around the room. Bypass the first door for now, following the wall instead to a second door at the end. Collect the various items from containers in the rooms to the one to the left, then continue through to a small strip of bank by the canal to pick up a **Comic Book**. Return to the door passed previously and step through.

The next large room consists of an upper tier surrounding a lower pit area in the center, with a fence separating the two. Start around the pit along the right wall, and stop beside the fence when enemies start to swarm below. Use Lightning Strike, and change to different positions, to wipe out the enemies below before traveling down. Destroy the barrels along the right wall to uncover a **Danger Room Disc**. Continue around to the opposite end of the room and take the stairs leading down into the pit, and cross this lower level to reach a lever. Pull it to release a gate in front of the exit. Clear out the other side of the upper tier, then go through the doorway on the far side of the room to reach the exit to the Wastewater Basin.

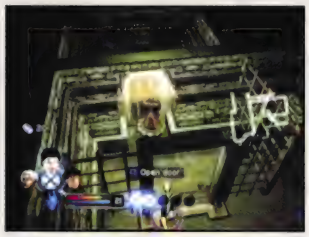
SHORT AND SWEET

The next path is straightforward until the team reaches a large area with what seems to be a canal drained of its water. Make a circuit of the upper section, then enter the lowered section to clear out enemies and objects found there. Climb out and proceed through the door in the opposite wall. Follow the hallway to another open room with a walkway across a pit of spikes. Cross the walkway, and turn left through a door in that wall.

Save at the Xtraction Point, then use the lever at the end of the room, which opens the exit. Leave the room and turn left, and take the door to the Overflow Reservoir.

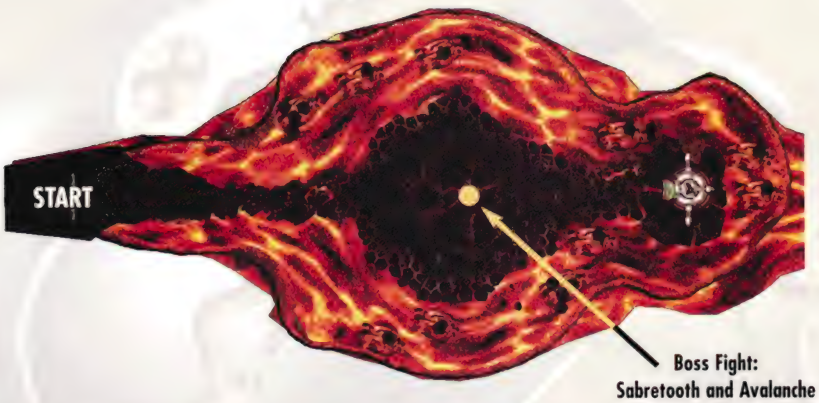
In this initial room are two Morlock Goths, one on each side of the center rooms. Defeat them both before going after the rest of the foes. Take the left path and enter the room to the right to pick up a **Danger Room Disc**. Return to the path and continue on to reach a fenced walkway over more water. Cross over the walkway and follow the path around to reach another large, open room with a pit in the center.

The room consists of an upper tier separated from a pit by a fence. This time there is a familiar looking cage in the center of the pit. Walk down the stairs into the lower area and the Healer addresses the team from his cage. After clearing out the pit, head up the stairs on the opposite side, and through the door. Follow the path through a hallway and large open room to a square room off to one side. Inside this square room, destroy a crate along the right-hand wall to reveal a **Danger Room Disc**. Pull the lever across from the doorway, then head back to the Healer.



When the conversation ends, climb out of the pit and head to the left-hand wall. Step through the door to find the Gateway that the Morlocks were using. A portal opens. Step through to reach the Mount, and finish up the last of the Objectives.

MOUNT



SUGGESTED CHARACTERS

JEAN GREY: Psychic Shout and Telekinetic Combat are key to this fight.

MAGMA: She has the necessary energy attacks along with the toughness to stand up in combat.

NIGHTCRAWLER: He can teleport between enemies and avoid attacks, and Leap of Faith.

STORM: Her ranged energy attacks are just right for this fight.

OBJECTIVES

Find the Brotherhood and stop them before they can start a war between humans and mutants

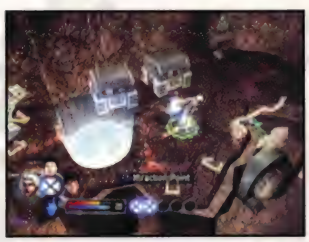
ITEMS

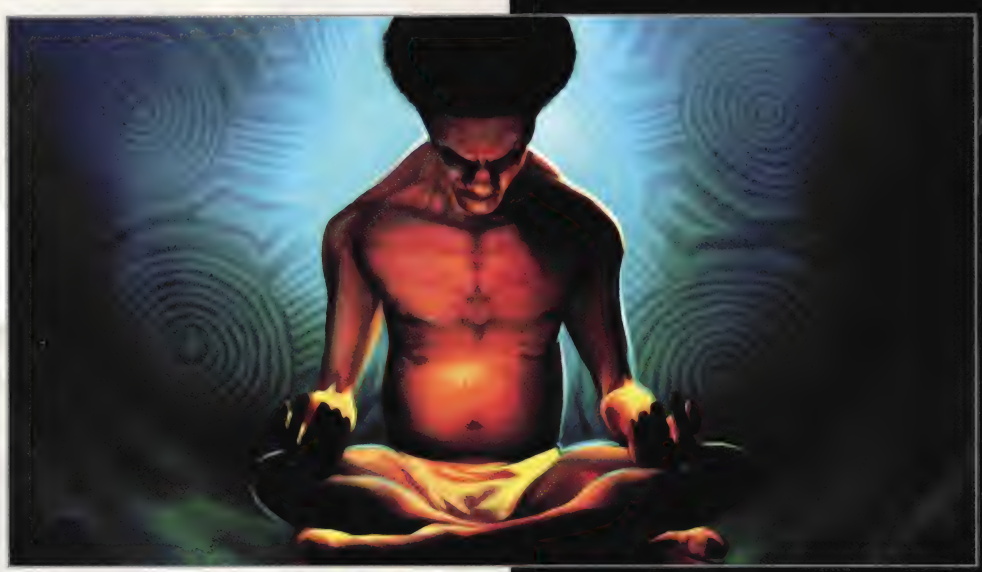
Danger Room Disc (Challenge—Magma), Sketch Book (HAARP Interior)

AT THE EQUATOR

This mission begins with the same four characters that stepped through the portal in the Old Sewers. The team is currently at one end of a long open field bounded with molten lava in various places.

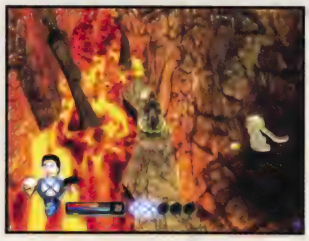
Walk along the right wall to find a few objects to break along the path, and fight off the Acolytes as they approach. The resurrecting Acolyte Adepts show up from time to time, so watch for them to take them out first again. When stones appear, leading up in a slope along the right wall, climb them to reach an Xtraction Point. Don't change the team yet. It's best to clear out the area with the current group, then switch to a fresh team afterward.





ROSTER SUBSTITUTIONS

Substitutes for this fight are Beast, Colossus, Cyclops, Emma Frost, Gambit, Iceman, Jubilee, Rogue, and Wolverine. Tough characters that can absorb damage are good substitutes for Nightcrawler or Magma. Emma Frost or Jubilee can also pinch hit with their specialized Powers reducing the enemy's abilities in an area.



Continue up the path past a sealed door and follow the right wall all the way to the end, past a bridge, to a **Danger Room Disc** on a narrow walkway. Cross the bridge of stone and move ahead to the bottom of a stone ramp leading up to a peak. Pick up the **Sketch Book** to the left of the path, then climb up the spiral path to the top. After the Acolytes are defeated, use the Control Panel to open the door. Jump back down to the bottom of the slope and cross the bridge. Return to the Xtraction Point and change team members before saving again. Restock on Health and Energy Packs if necessary. Return to the door and step through to the Transport Conduit.

Run forward over the stone walkway, and prepare to battle two foes at once.

SABRETOOTH AND AVALANCHE

Sabretooth runs in to attack with strong melee abilities, while Avalanche stands in the center of the rock and sends out waves of energy as a ranged attack. Every so often, he also uses Quake to call stones down all around the battlefield, damaging any X-Man they strike.

The key to winning this fight is to take out Avalanche. Sabretooth is the worst of the attackers, but this fast-healing Mutant only stays down for a short time. The best way to accomplish this is to attack both mutants at once. The best mutant for this job is Jean Grey. The upgraded versions of Psychic Shout and Telekinetic Combat combine to create a nasty area-effect Mental strike. During combat, place her between the two enemies and use her defensive Power to provide a little protection. Keep using Psychic Shout and attempt to create a Combo each time. The right combination of powers can devastate both enemies at once.

While this is going on, keep Magma in Fiery Form, but otherwise switch between the combatants periodically to recharge their Health and Energy. Once Avalanche's health reaches zero the combat stops.

ACT 3

XAVIER INSTITUTE

CHARACTER

MAGMA

ITEMS

Sketch Book (Asteroid M)

OBJECTIVES

Explore the X-Mansion and meet various X-Men

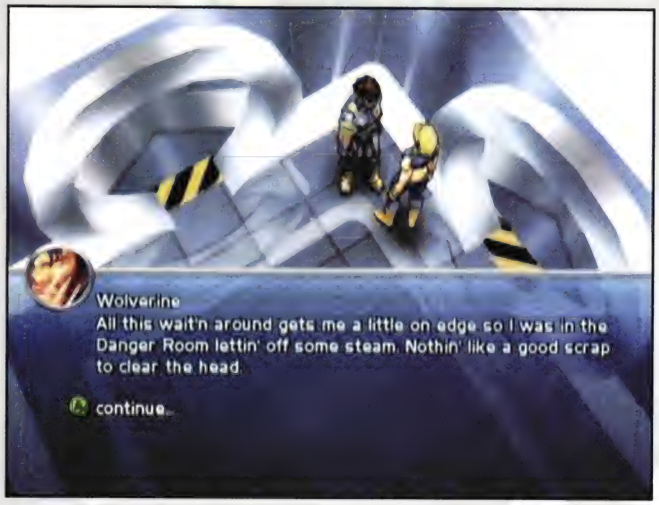
To start the next mission, go to the War Room

CALM BEFORE THE STORM

With two missions in a row finished, the action switches back to Magma in the mansion again. She begins within her room on the second floor. Wander this floor to check out Jean's End Table, Cyclops' Dresser, Rogue's dresser, and Iceman's TV. Down on the Ground Floor there is one new item to pick up—a **Sketch Book** beside one corner of the table in the Dining Room.

Go to the Subbasement to find various X-Men around the place. Talk to Jean in the Med Lab as she watches over the Professor. It seems that he is in the same shape as Illyana, and Jean fears he will soon perish. It looks as if a trip to the Astral Plane may be in order soon, before the X-Men's mentor is lost. Beast is in his lab, working on a way to reach Asteroid M safely. The Astral Gate is nearby, holding a possible key to saving the Professor. Emma Frost is trying to help in her own way. She is in the Cerebro room again, trying to locate the Professor. Talk to her to learn more about the Shadow King.

Go to the Danger Room. Wolverine is just outside the door, having finished a refreshing workout. With everyone accounted for and your new Sketch Book collected, use the Mission Control Computer to start the next briefing.



It's time to choose which of these problems you wish to take care of first. Pick any of the three—as before with the Astral Plane and Weapon X scenarios, you handle each mission eventually. This walkthrough covers the Juggernaut break-in, the New York riots, and the Morlock tunnel invasion in that order.

MUIR ISLAND

SUGGESTED CHARACTERS

COLOSSUS: His defense is good against the Juggernaut, and his Mutant Power punch is good for damage.

CYCLOPS: Long range energy attacks are just right for this job.

ROGUE: She has a strong Mutant punch to use for damage, while still being able to defend herself.

STORM: Long range lightning attacks come in handy for this battle.

OBJECTIVES

Defeat the Juggernaut

ITEMS

Danger Room Disc (Survival 501), Comic Book

RETURN OF THE JUGGERNAUT

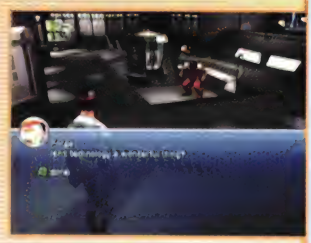
ROSTER SUBSTITUTIONS

Beast, Emma Frost, Gambit, Iceman, Jubilee, Magma, Nightcrawler, Jean Grey, or Wolverine are also available for this fight. Juggernaut remains Mental Resistant through the fight this time, so Emma and Jean are bad choices. Beast has some defensive and attack abilities, making him a decent choice in place of Rogue or Colossus, but Wolverine and Magma are better if you need a replacement. Gambit can replace one of the energy wielders and even use his heavy staff attacks to good effect, but he's not as strong as the two already on the team. Iceman and Jubilee aren't good choices as their weakening attacks are less important against one long-lasting foe who might not even feel them. Nightcrawler isn't in his forte here, as he's better at getting around rather than hitting hard.

When the X-Men arrive at Muir Island, Juggernaut is trying to catch up to Forge. The X-Men's job is simple—to stop the villain before he can kill the Mutant inventor. Of course things aren't so desperate that you can't pick up a few items first.

Right in front of the starting point is a **Danger Room Disc**. Quickly step outside the current room into the central area of the Research Center and run along the outer path to find a **Comic Book.** Immediately return to the room holding Forge and the Juggernaut to get into the fight.

So long as Juggernaut concentrates on the X-Men, things are okay, unless he does enough damage to destroy them outright. When Juggernaut glows red with a symbol around his feet during his invincible stage, he makes a beeline directly for Forge. The first two times this happens, Forge uses one of his own devices to teleport out of the way. The X-Men must stop Juggernaut before he reaches Forge that third time.

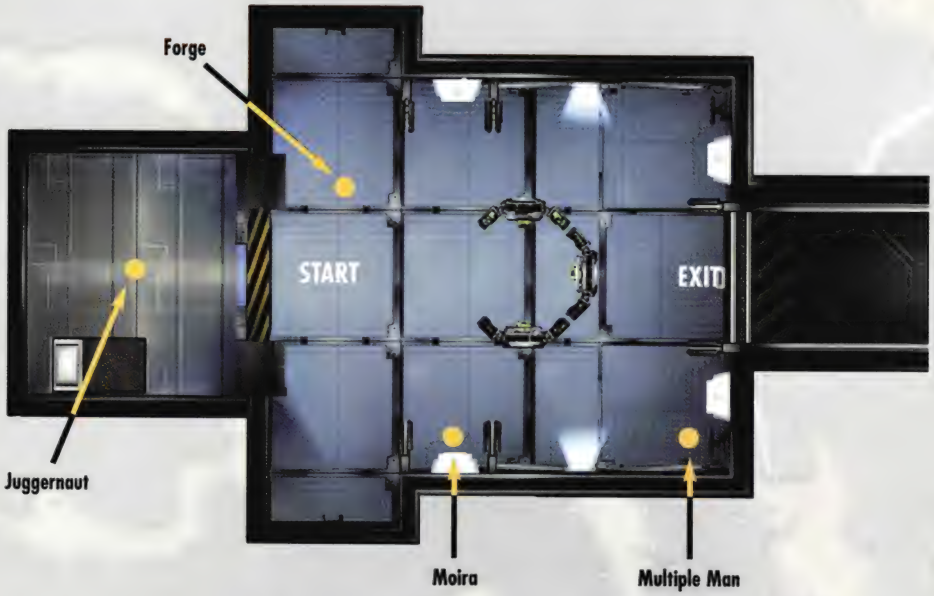


Part of the strategy of this fight is the same as in the Juggernaut flashback scenario. Use the strongest attacks available, and constantly damage the behemoth. When Juggernaut grabs the active character and throws him or her off into the distance, switch to another character and keep attacking. While Juggernaut is invincible, don't bother to attack. Use this time to follow on his heels and use Health and Energy Packs instead.

There are also differences. For one, Juggernaut is tougher, so make use of the best combos available. Additionally, this time Juggernaut doesn't lose his helmet partway through the battle. Juggernaut is no longer slowed by Iceman's Freeze Blast.

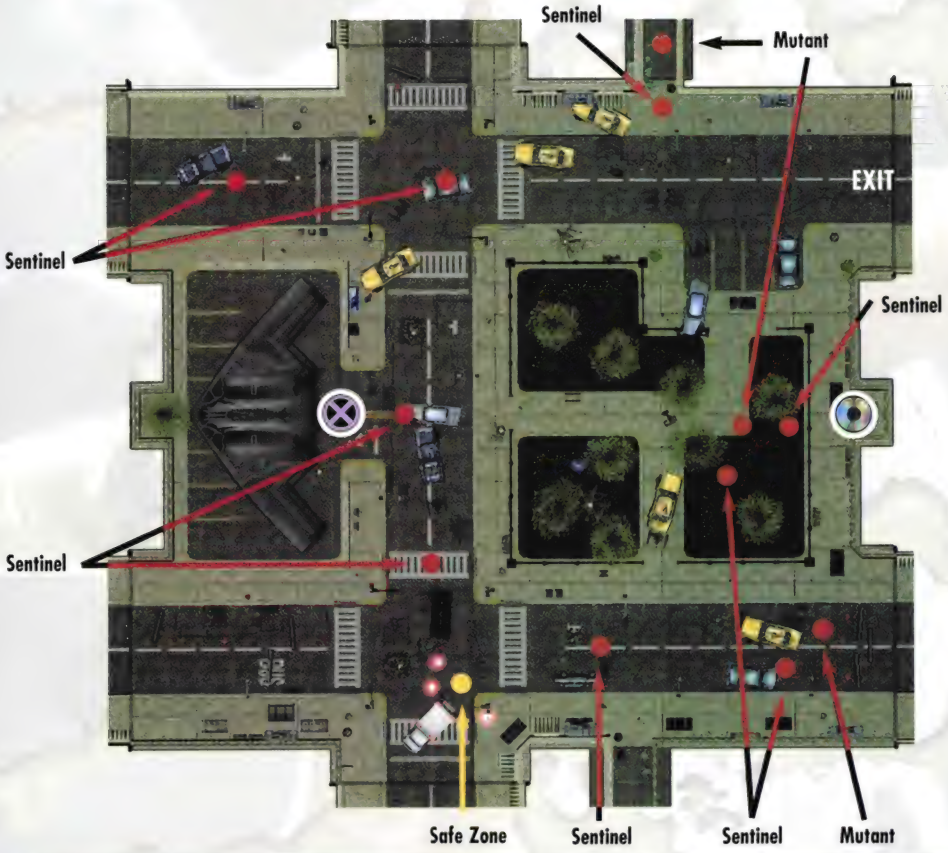
While fighting, keep Rogue and Colossus protected with their defensive Powers. These two are taking the fight to Juggernaut, and are most likely to take damage. Cyclops and Storm should stand back and use their Mutant Powers. Concentrate on controlling these last two energy-wielders and use Call Allies often. Their ranged energy attacks tend to lead to damaging combos. If characters start to complain about not having enough energy, shuffle through the characters and use Energy Packs freely. If both energy and Energy Pack are depleted, control Rogue and pound on Juggernaut until the rest of the characters regenerate some energy.

After a short while, Forge teleports from the starting room to the communications room. Follow Juggernaut as he moves to that room, and take up the attack again there. There may be over two minutes between teleports, providing enough time to take down the foe, but Forge doesn't always wait this long before moving.



After talking to the defeated villain, go around the lab to speak to Forge, Moira, and Multiple Man in turn. When you're done talking with them, head on to the next mission. If you haven't completed either the Riots or Morlocks scenarios move on to one of those, while if this is the last of the three missions, the team returns to the Mansion.

NEW YORK CITY RIOTS



THE CITY IN CHAOS

The fights in this mission are against large numbers of Sentinel Mark II. In the first area, most fights are against one at a time. Later sections pit the team against two or even three robots at once. Most of the attacks of these upgraded Sentinels are familiar— missiles, and time-delay bombs—but these enemies also lift up a foot to stomp down on the ground, sending out a shockwave. They tend to use this attack when all the team members are clustered around, so keep one mutant back at all times, using ranged attacks. There are many large objects scattered around these levels, so if the robots lock on for a missile attack, dodge behind a car or tree or other large object to have the missiles detonate harmlessly.

For each fight, use Magma in Fiery Form, then switch to Storm. While the others attack the Sentinel in melee range, move Storm back to keep her at least somewhat out of danger, then use Call Allies and Lightning Strike. If Energy Packs run dry, use Storm's powers until she is drained, then switch to Wolverine to trigger his nasty attack Power. When Nightcrawler reaches level 23, buy the final level of Leap of Faith to have one near-guaranteed revival once per minute of combat. Stay behind Sentinels as much as possible, but do not to wander too far down an unexplored street, potentially triggering more Sentinels to appear.

SUGGESTED CHARACTERS

MAGMA: She has both ranged energy Powers and fair ability at melee, especially in Fiery Form.

NIGHTCRAWLER: Leap of Faith is useful in this dangerous stage, as is his ability to Teleport away from danger.

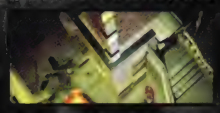
STORM: Her ranged energy Powers are great for damaging the robots, especially in combos. Whirlwinds are also useful for putting out fires.

WOLVERINE: His Healing Factor saves Health Packs for use on other characters, while his strong melee attacks are important.

OBJECTIVES

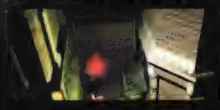
Protect Mutants from being attacked by Sentinels on East 2nd St. (3 total)

Defeat all Sentinels in the East 2nd St. area (9 total)



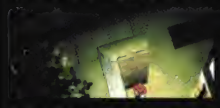
Protect Mutants from being attacked by Sentinels on East 4th St. (4 total)

Defeat all Sentinels in the East 4th St. area (11 total)



Protect Mutants from being attacked by Sentinels on East 5th Street (5 total)

Defeat all Sentinels in the area of East 5th St. (13 total)



Protect Mutants from being attacked by Sentinels on East 6th St. (6 total)

Defeat all Sentinels in the area of East 6th St. (15 total)

ITEMS

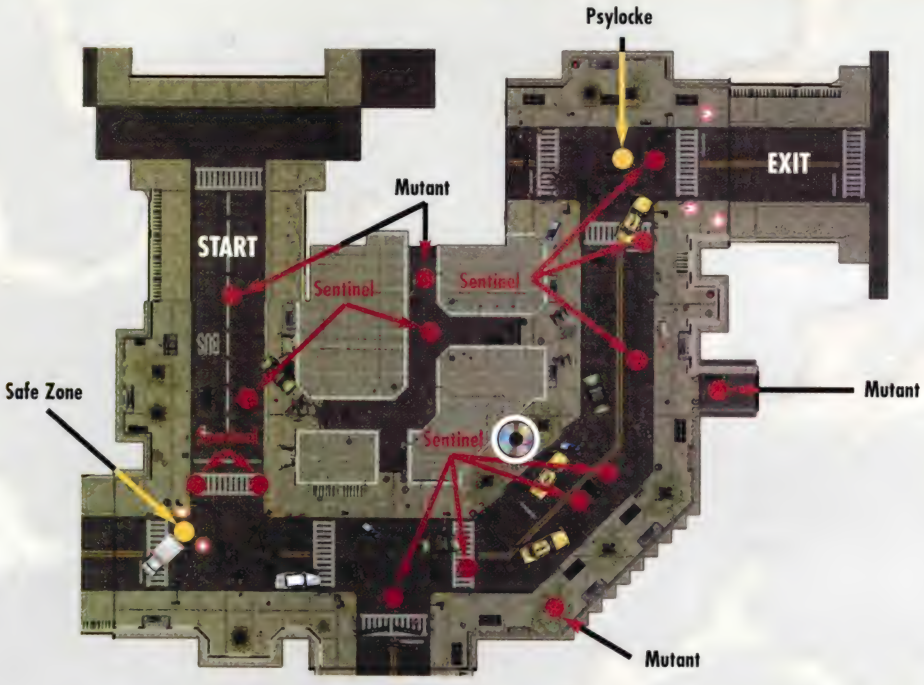
Danger Room Disc (Survival 502), Danger Room Disc (Challenge-Jubilee), Sketchbook (Spider Sentinel), Stat Point

STAYING HEALTHY

Stop by the Xtraction Point to visit the Healer to buy more Health Packs as the team starts to run low. Stock up before going on to the second and fourth areas in this mission, as there are no Xtraction Points to visit. Allow the X-Men to rest between fights to recover lost energy and to allow Leap of Faith to refresh.

ROSTER SUBSTITUTIONS

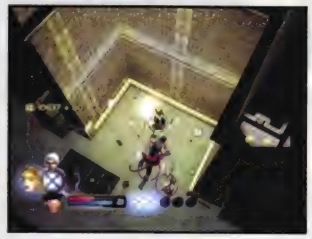
Alternate X-Men are Beast, Colossus, Cyclops, Emma Frost, Gambit, Iceman, Jubilee, Jean Grey, and Rogue. The heavy hitters like Colossus and Rogue and to a lesser extent Beast can fill in the melee slots of Magma or Wolverine.



Save at the Xtraction Point to the left, then fight off the Sentinel that appears here. Turn right and move down to the street to fight another, clearing out the route to the ambulance. Turn left and fight two more Sentinels down this street. At the end, speak to the Mutant and lead him back up the street to the ambulance. Use Whirlwind to put out any fires that appear. Watch for breakable objects on these levels—Energy and Health Packs tend to run low, and any replacements that you can find are valuable.

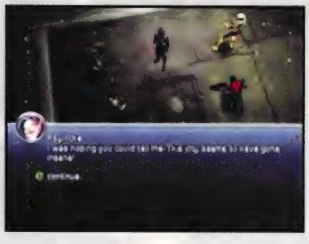
Turn right to run back up the street by the Xtraction Point, and continue on to confront another Sentinel at the next intersection. This robot lands on the car in the intersection causing it to explode, damaging anyone standing too close. Turn left to destroy another of the robots at the end of the street, then turn around and run back up the street, confronting another Sentinel to the left of the street to save the second Mutant hiding in the mouth of an alley. With the Mutant following, continue ahead and to the right, fight off the two final Sentinels and save the last Mutant, leading both at once.

With the last Sentinel defeated, turn towards the sidewalk between the fence and the buildings. Halfway down, check a small alcove to the left and search for a **Danger Room Disc** hidden by trash. Continue on, turning right to lead the two Mutants to safety. When all Objectives are complete, return to the Xtraction Point to save again; the next area has no such save point. Continue up the street and down the one on the right to find the exit leading to East 4th Street.



This next street requires a repeat performance of saving four mutants and destroying eleven Sentinels. The first two Sentinels attack near the ambulance. Fight them off and speak to the Mutant just ahead and to the left. Continue straight down the street to safe zone/ambulance. Turn left and head straight down the street to fight the next two Sentinels. When they are gone, speak to the Mutant cowering to the right of the street, just where the path bends. Start back toward the ambulance, but before reaching it, head right into an alleyway, bear slightly right to continue as straight as possible, and fight another Sentinel. Speak to the Mutant hiding here, then lead both back to safety.

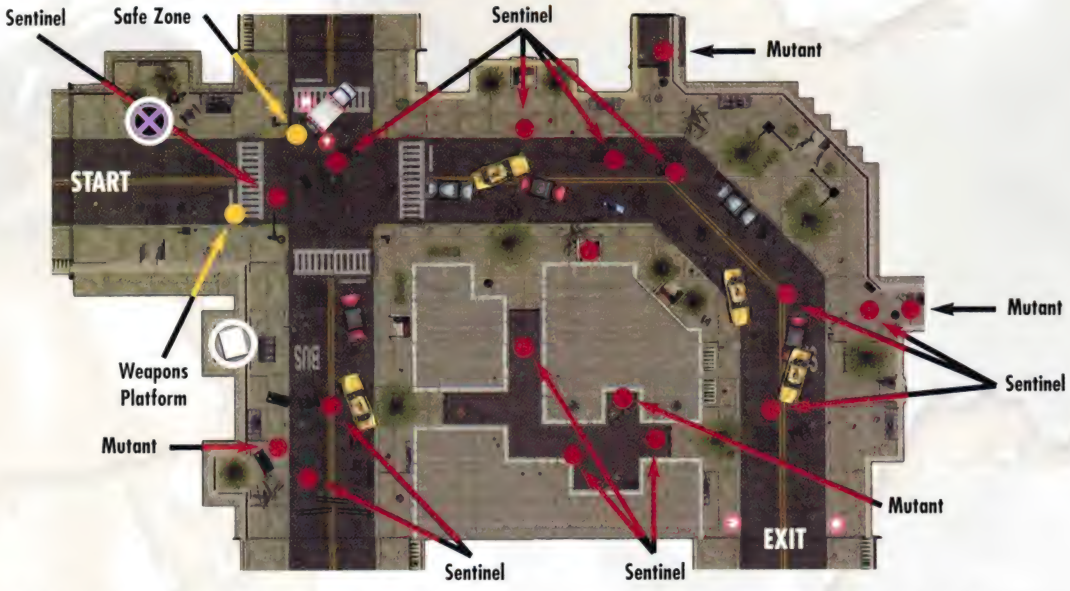
Back at the ambulance, head back up the street to the bend, but this time continue ahead to trigger three more Sentinels, preferably not all at once. Watch for the mouth of an alley on the right. Locate and speak with the last of the four Mutants, then lead him back to safety after winning three more fights. Turn around and move further up the same street. At the end is a friend of the X-Men, Psylocke, facing off against three more Sentinels. Defeat the remaining Sentinels to save her, then turn right to take the exit to East 5th Street.



A NEW MENACE

A new type of Sentinel appears to menace the team, the Sentinel Weapons Platform. Before fighting it, move to the Xtraction Point, save and replenish the team's stock of Health and Energy Packs. Use the same tactics for this fight as against the rest of the Sentinels, but watch out for different attacks. This spidery robot has a gun mounted in its front for ranged attacks, but worse is the pulse of energy it sends out over an area. This green energy may confuse the X-Men temporarily (if the active character is confused, the directional inputs are reversed). Take down the foe before it can use this attack more than once.

Proceed with the task of saving five mutants and defeating thirteen Sentinels; the Weapons Platform did not count toward this total. The first two appear just after defeating the Weapons Platform, so don't rest just yet. With these next two threats gone, turn right and head to the end of the road to fight two more robots. Save the Mutant along the right side of the road, beside a vending machine, then return him to the safety of the ambulance. Along the way back, pick up the **Sketch Art** hiding behind the tree and bus stop.



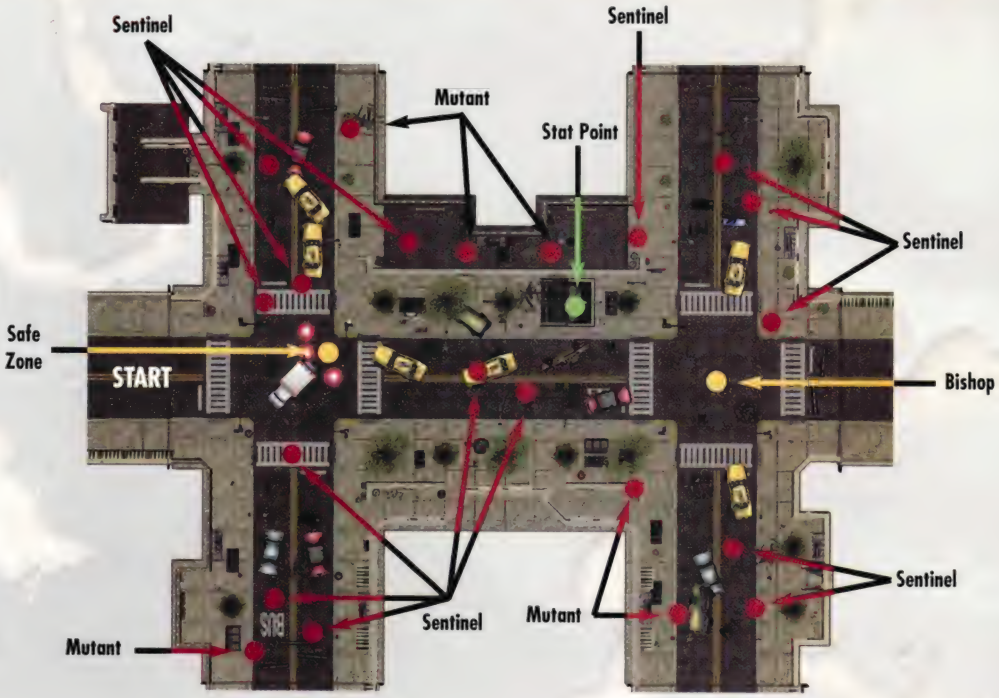
Turn right and head up the next street, fighting off the next three Sentinels, triggering as few as possible at a time. Rescue the mutants to the right and left sides of the street, and take them back to safety. Head back up the street but this time turn right down the alley. Fight one robot just inside the entrance, follow the alley straight then left, and fight two more of the robots here, being careful in the confined space. Rescue the Mutant from this far end of the alley, and head out into the street. Turn left and fight three more Sentinels one after the other along this street. At the small alley mouth to the right speak to the last Mutant. Continue down the street and deliver the Mutants to safety.

With this third area clear save and replenish supplies of Packs, then head back up the street. Continue straight past the ambulance and follow the road as it curves right. At the end is the exit leading to East 6th Street.

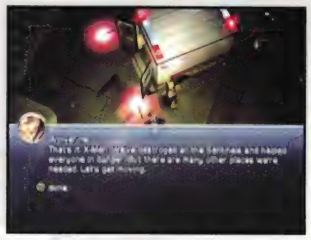
The first two Sentinels show up just forward and to the left of the zone's entry point. Once they are defeated, turn right and cross to the other side of the intersection to fight the next. Continue down this street in front of the ambulance to fight two more robots at the end, then talk to the Mutant to the right side of the street.

Continue straight through the intersection up the street behind the ambulance. At the end, fight off another Sentinel and save the nearby Mutant. On the way back to safety, follow the left side of the street and at the entrance to a section protected by a wall is another Sentinel. Fight it off, rescue the Mutant just behind it, then return to the ambulance.

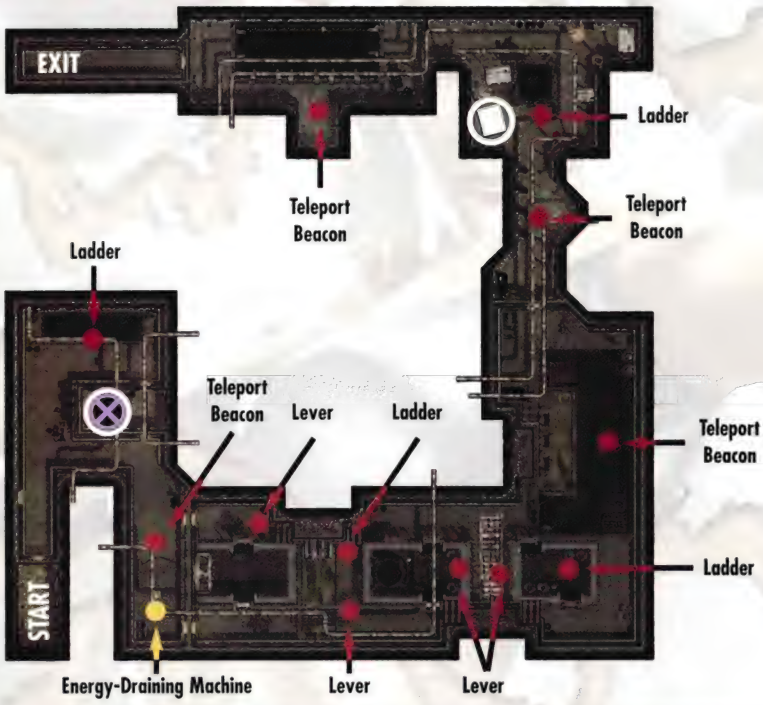
Turn left to go up the long street ahead of the original starting point. Stick to the center of the street and fight two robots that appear. Step to the left of the street briefly to explore a subway entrance and pick up an extra **Stat Point** hidden here. Keep moving forward until the team gets a warning of a kid in trouble. Fight off the robot that appears on this street, then turn left to fight the two that appear further up.



At the end of this shorter side street, make a U-turn and head back through the intersection to the end of the other side street. Two more robots appear, with another Mutant off to the right behind a grey car. Speak to him, then move back toward the intersection. Follow the left side of the street. Just before the intersection, locate and speak to a mutant cowering behind another section of wall. With two Mutants in tow, cross the street to find another section of wall; go around to enter it, and another Sentinel appears. Fight it off, then speak to the Mutant. Return to the street and head back to the ambulance. You are prompted to finish any of the three original missions left to do, but if this was the final mission, the team returns to the Mansion.



OLD SEWERS



GRSO SEWER INVASION

The GRSO Soldiers are invading the Morlock sewers by means of ladders and teleport beacons. It's the X-Men's job to find those locations and eliminate them. Once in the sewers, move forward and right to a doorway leading into a room which holds an Xtraction Point. Move to the far side of the Xtraction Point's room. Here are the first GRSO Soldiers and one of the ladders. Take out the ladder first, or else soldiers continue to climb down at intervals to join in the fray.

Have Iceman freeze any particularly nasty foes, then switch to Emma Frost and use her defensive form. Combined with her Psionic Strike, Hardness, and Shell Might, she's devastating in this type of melee combat. Use Confuse when multiple enemies are grouped together, and Fear if too many strong enemies are swarming the team. Beast and Gambit are good AI-controlled backups, using their own area-effect attacks. This first combat isn't tough enough to require such tactics, but some of those down the line are much more challenging.

RESTORATION

For the most part this mission isn't dangerous, but the only Xtraction Points are at the beginning of the first zone, and the end of the third. If any characters are knocked out before the team is at least partway through the third zone, make the long trek back to the beginning to restore or replace them. This trek is faster via Iceman's Ice Slide on the straighter pathways.

SUGGESTED CHARACTERS

BEAST: Defensive and attack skills combined with area-reaching attacks make him good in these multiple-enemy fights.

EMMA FROST: She's a key character in this mission with a pumped-up defensive form combined with enemy-enfeebling skills.

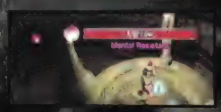
GAMBIT: Multiple energy cards and area knockback attack are great among swarming foes.

ICEMAN: Freezing skills and multi-blade ice spike attack are good among the crowds.

OBJECTIVES

Stop the GRSOs from entering the sewers by destroying the ladders (4 in each of the 3 zones)

Stop the GRSOs from entering the sewers by taking out the teleporter beacons (4 in each of the 3 zones)



Defeat Marrow

ITEMS

Sketch Book (HAARP and Ice Tunnels), Danger Room Disc (Sabotage 501), Stat Point, Skill Point, Danger Room Disc (Challenge-Gambit)

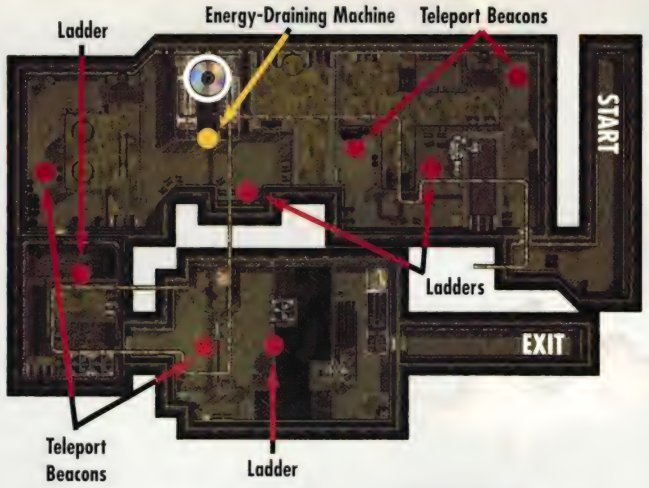
ROSTER SUBSTITUTIONS

The substitutes here are Colossus, Cyclops, Jubilee, Magma, Nightcrawler, Jean Grey, Rogue, Storm, or Wolverine. Any of the hand-to-hand fighters such as Colossus or Rogue can go in the place of Emma Frost, or even put Wolverine in her spot earlier than the final fight, but then her special enemy-weakening abilities are lost. Jean Grey and Magma could go in place of Iceman, but only Jean can also take up the slack when it comes to crippling enemies.

Take this room's other exit to continue. Up next is one of the GRSO Captains and GRSO Soldiers guarding the first teleport beacon. Use Gambit and Staff Slam to take out the teleporter before moving on to the enemies. Just behind them is an energy-draining device, so stay out of its range until the team can concentrate on taking it out. Take the first door from the hallway into a room with a lever, and pull it. Drop down into the depression that opens, fight off the GRSO Skirmishers, then turn left onto a walkway. Destroy the second ladder and pull the second lever. Return across the walkway and turn left to continue through the depression to the other side.

Turn left and follow the path to the next depression. Pull the lever to open the opposite side and continue. After turning right onto the path, turn right again to pull another lever. Return to the path and continue on into another depression to find the third ladder. Continue through the depression and follow the path around and down, then destroy the next teleporter. Continue along the single path to reach the next teleport beacon, and the next ladder just after it. Destroy the ladder, and turn left to pick up a **Sketch Book**. Go back around to take the right path from the ladder, and follow it around into a large open room. Destroy the area's last teleporter along the left wall, then continue through the room to reach the exit to the Grit Flowage area.

Follow the first path around beside a canal and continue to solid ground. The first teleport beacon for the area is located here. Climb down into the waterway and follow it, climbing back out and turning left to confront a GRSO Commander guarding the first ladder. Return to the stairs leading from the canal and continue across to the other side to take out another teleporter. Continue through the gate and follow the waterway around and back up on the other side. Take out another ladder here, but watch for one of the GRSO health-draining machines. Use Ice Shards or another ranged attack to take the machine out from a distance, then destroy the boxes that were sitting behind the machine to clear the way to a **Danger Room Disc**.



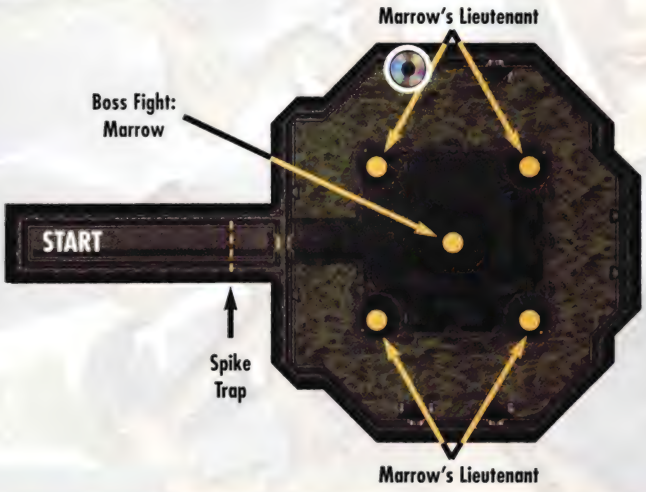
Follow the path again to reach another teleport beacon behind a fenced-in area holding two pipes. GRSO Assault enemies pop up again. Go through the doorway and into the next room to destroy the next ladder. Follow the twisting path through this room and out the next door. On the other side of the doorway lies the last teleport beacon. After taking it out, go around the fenced area on the right side, and circle all the way around to come in the far side of the fence to destroy the last ladder and its guards. Step out through the now-open gate and start the same circle, but this time take a right through the door in the wall.

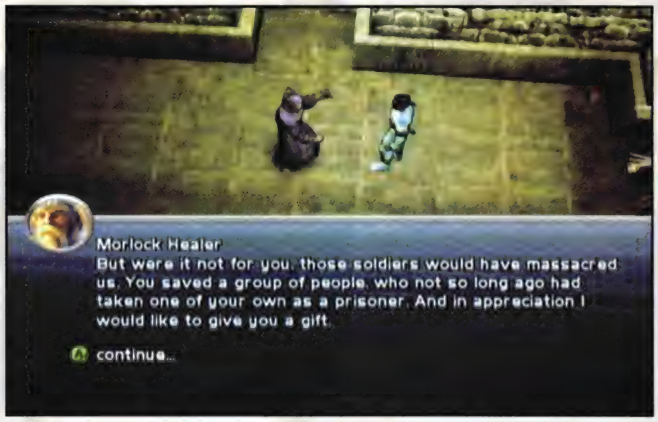
Go through the first doorway to find the area's first teleport beacon and ladder. There swarms of enemies coming through until both objects are destroyed, and a new enemy, GRSO Elite Skirmishers, debuts here. These fighters hit extremely hard, so use defensive Powers, then weaken them. Take them out from a distance if possible. If one Xtreme meter icon is filled, this is a good place to use an Xtreme attack.

With the area cleared, pass across the room and across the walkway over the canal. Go through the right-hand door to reach the next teleport beacon, and more Elite Skirmishers. Take out the teleporter initially, then focus on the troops. Out the opposite side of the door is a broken walkway. Create a bridge to the other side and follow the path around and over another walkway. Go through the door straight ahead to reach the next ladder. Before leaving, destroy two barrels to uncover a bonus **Stat Point.**

Head back out the doorway and bear left to continue to the next teleport beacon. Turn left and follow the next walkway, continuing along the sole path to reach a larger open room. The large number of soldiers attempt to put the team in a crossfire. Make a turn through the room to continue out the next door, and follow the path along a waterway and out the other side to the zone's second Xtraction Point. The last teleport beacon is on the other side of the waterway exit from the Xtraction Point. Destroy it and its guards, including a GRSO Captain, then continue along dry land to reach the final ladder.

Before going through the next door to the exit, use the Xtraction Point to switch Emma Frost out for Wolverine. There's a nasty fight coming up against a Mental Resistant foe, and Wolverine is much better suited for it than Emma. Additionally, switch out Beast or Gambit for a flyer. The **Danger Room Disc** on the balcony on the left side of the room. Continue through the door, where a dialogue with Healer begins. After he's done talking, Healer places a **Skill Point** on the floor.





MARROW

Xtraction's Mental Resistant

The first priority is to take out the group of Morlock Leviathans assisting Marrow. These are tough Morlocks who are Physical Resistant. The best way to take them out is to unleash Freeze Frame, Iceman's Xtreme attack, whenever fighting a large group like this. With them frozen, take them down one by one. With no Xtreme meter, stick with Freeze Blast or its upgrades.

Marrow uses the same tactics as before: bone spikes thrown out in front of her, and cast out from a somersault. However, she hits much harder and has a great amount of Health. Keep her constantly slowed with Freeze Blast and switch to Wolverine at other times. Trigger combos as often as possible.

As soon as Marrow's health runs out, dart to the corner of the room where one of four Marrow's Lieutenant Morlocks teleports in to revive both Marrow and the Leviathans. Use Wolverine's Brutal Slash on the Lieutenant, and if that doesn't eliminate him outright, freeze him and unleash every power available to take him down in the seconds before he teleports back out.

Each time one of these Lieutenants is taken out he stays dead. However, failing to eliminate him means he will return at another point to revive the Morlocks, and the fight starts over.

XAVIER INSTITUTE

CHARACTER

MAGMA

OBJECTIVES

To discover new things, explore the mansion

To start the next mission go to the War Room

ITEMS

None

REGROUPED AND RECHARGED

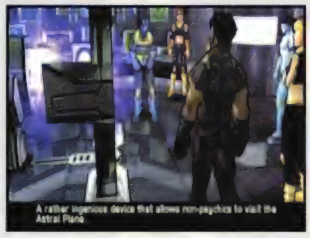
After finishing all three of the missions, the group gets together for a mission briefing. Afterward, Magma is given the run of the Mansion, starting in the War Room.

While in the subbasement, save at the Xtraction Point, then explore the rest of the area. Emma Frost is still in Cerebro's room, searching for Charles, but she stops to explain more about the Astral Plane to Magma. Jean remains in the same spot as before, at Professor X's side, guarding him while his consciousness is elsewhere. Speak to her to learn more about the Shadow King.

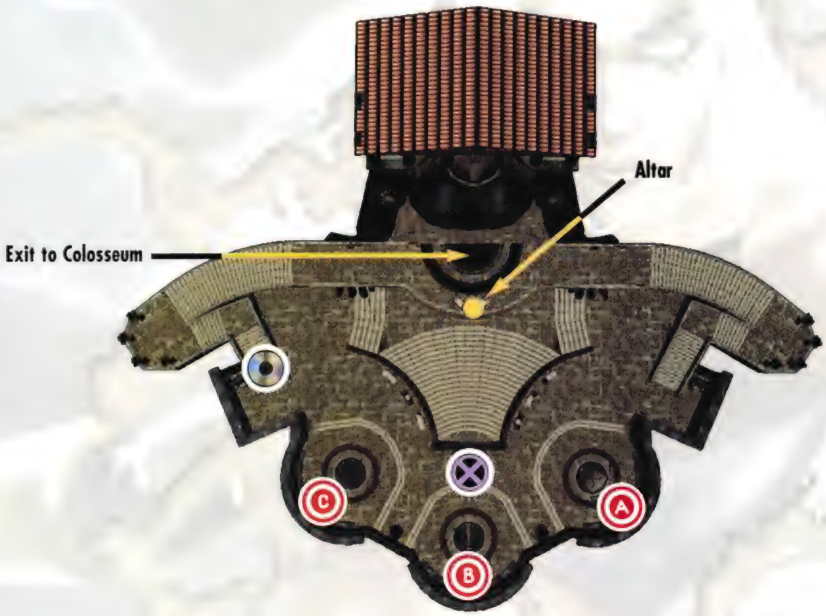
Climb to the Dormitories to find the new items scattered around the rooms. Check out Storm's end table, Iceman's study desk, Wolverine's bed, Beast's dresser, and Alison's end table.

Head for the Ground Floor to find Psylocke sitting against the pool table in the Day Room, surrounded by admirers. Speak to her to learn about her strange past, as well as her Mutant abilities. After speaking with her, head back to the subbasement, save and head for the War Room to start the next mission.

Back in Beast's lab, he's making the final adjustments on the Astral Gate. This device allows anyone to step through into the Astral Plane, psychic or no. It doesn't take a telepath to see where this will lead.

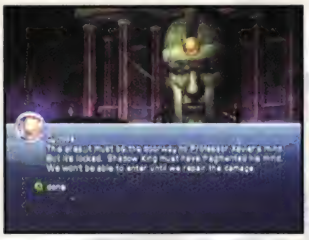


ASTRAL PLANE



GOAL: XAVIER

Climb slightly behind the starting point to reach an Xtraction Point. Run along to the left staircase and collect the **Danger Room Disc** next to that staircase. Climb up the stairs leading to the top.



SUGGESTED CHARACTERS

CYCLOPS: He acts as a ranged fighter in the tougher battles.

JEAN GREY: This is the key player for this mission. Psychic Shout wipes out minor foes, while inconveniencing major ones.

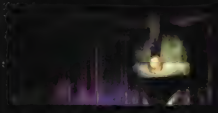
PSYLOCKE: She's good for her mix of ranged and close abilities, and her ability to stun.

ROGUE: She's the melee fighter for this mission.

OBJECTIVES

Professor Xavier is trapped somewhere on the Astral Plane. Rescue him

Find the three pieces of Xavier's mind: Honor, Wisdom, and Justice



Bring the three pieces of Professor Xavier's mind before the great portal

ITEMS

Danger Room Disc (Protect 601), Danger Room Disc (Challenge—Emma Frost), Sketch Book (Astral Plane), Comic Book (Jean Grey)

ROSTER SUBSTITUTIONS

Alternates for the Astral Plane include Beast, Colossus, Emma Frost, Gambit, Iceman, Jubilee, Magma, Nightcrawler, Storm, and Wolverine. Any of the hand-to-hand fighters could take Rogue's place. The party needs someone who can deal physical damage if needed, preferably tough and with a strong attack to set up powerful combos. Any of the enemy-affecting characters can fit in fairly well for Psylocke, especially characters like Gambit. Storm fits in well in Cyclops's place. The main character you want to keep here is Jean Grey. Change the others around as necessary.

As the cut scene finishes, three doors appear at the bottom of the room, each with a different symbol in front of it. Jump down to the floor of the room, and head forward and left to reach the portal with a shield symbol on the floor in front of it.

The path in this area is straightforward; follow it and fight when necessary. The Astral Plane throws the same types of demons at the team that it did the first time. Control Jean Grey and use Psychic Shout. Try for combos when you use it and this attack wipes out just about anything the Plane throws out. Even on its own, anything left standing is weak and dazed, so attack with melee strikes until everything falls.

WEAKENED TEAM

If Jean is knocked out in one of the tough fights at the end of each area, expect a longer fight ahead, but still not an especially deadly one. Use Psylocke's energy knives and Cyclops's wide-angle optic blasts, preferably in combos. Rogue takes the foes on hand-to-hand in Bullet Proof form. Keep everyone well-healed until reaching an Xtraction Point to revive Jean.

At the first room with two paths, take the doorway to the left. At the far corner of the room is a **Danger Room Disc**. Return to the previous room and cross the room to take the other exit. In the far end of the next room is a shield-shaped object inside a glowing circle. Approach the shield to collect it. This is the Xavier's symbol for **Honor**. Retrace the team's steps back through the area.

Near the long area with statues in it, a creature set by the Shadow King, shaped like Blob, is guarding the path.

DARK BLOB

ATTRIBUTES: Physical, Boss(es)

Continue to use Psychic Shout on the foe, until a purple shield appears around him. Run through the area looking for the statues seen previously. There are multiple statues to start with in the room, and at this point only one is glowing with a Health bar over it. Attack this statue until it is destroyed, and the Blob's protection disappears.

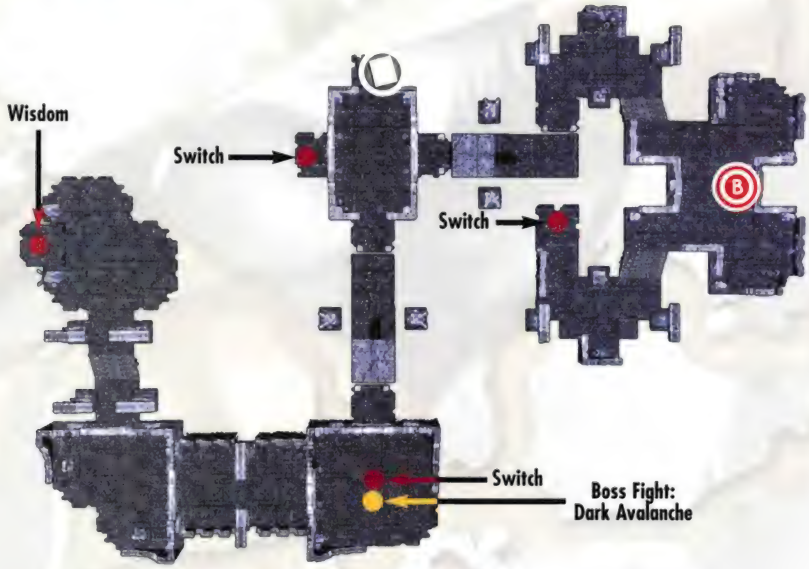
Continue this cycle until the last statue is gone, then just fight Blob using energy and mental attacks. He really can't stand up to a great deal of damage, and both Jean and Psylocke's attacks cripple him nicely.

The attacks to watch out for are the same as those of the real Blob. He uses hefty swinging attacks, and a belly-flop to crush X-Men. Keep back from his fists, and if he jumps into the air, move out of the way and keep attacking.

With "Blob" out of the way, continue along the path and exit back into the Nexus. Head through the gateway marked with the scales to reach the Chamber of Earth.

THE CHAMBER OF EARTH

Take the left-hand path. At the end of the road is a room with one of the Warped Synapses and a switch. Destroy the Synapse and any Egos that it emits with a well-placed Psychic Shout from the center, then go to the lever. Pull it, then return along the path and cross to the road not yet taken. Follow it to the edge, where another floating stone bridges the gap between one area and the next.



Use Jean Grey to cross the chasm to a room with various demons lurking about. Give them a blast with Psychic Shout, then quickly run through the room to pull the switch on the opposite side. When the team rejoins Jean, head to a stone outcrop and a **Sketch Book.** Cross the room to take the remaining exit and another floating stone appears.

When the team regroups, turn right to follow the single remaining path to the end to another Warped Synapse, along with the scales that represent Xavier's **Wisdom**. Touch them to automatically receive them, then retrace the team's steps toward the entrance and another encounter.

DARK AVALANCHE

Immunities: Physical Resistant

Dark Avalanche uses the attacks of its real-life counterpart, but when this foe sends out the waves of ranged force at the X-Men, they do more damage. They travel a shorter distance, providing less time to dodge. The Quake attack forms a cage of earthen spikes around him. These throw back characters, while dealing damage at the same time. When he's about to use this ability, get out of the way.

Stand back as far as possible, then use enemy-weakening and other attacks. Rotate between characters to maintain their defensive Powers and to heal them as needed. If his "cage" appears, attack it to make it disappear, then continue the assault.

Continue back to the doorway. Both floating stones are now replaced by stable bridges, making the return trip safer. Return to the Nexus, then head through the one remaining gate, that with the eye centered in a pyramid.

THE HALL OF FIRE

Turn left at the top of the stairs to collect the **Comic Book** from the corner near the entrance. Returning to the entrance when you're done clearing out the rest of the area.

The path through this area is short and straightforward. Pass through one long bent chamber into the next room, at the end of which lies the book symbolizing Charles's **Knowledge**. Pause after gaining the experience points to allocate them. Return to the nexus, but this trip is halted in the center of the large middle chamber, this time by a shadow of Pyro.

DARK PYRO

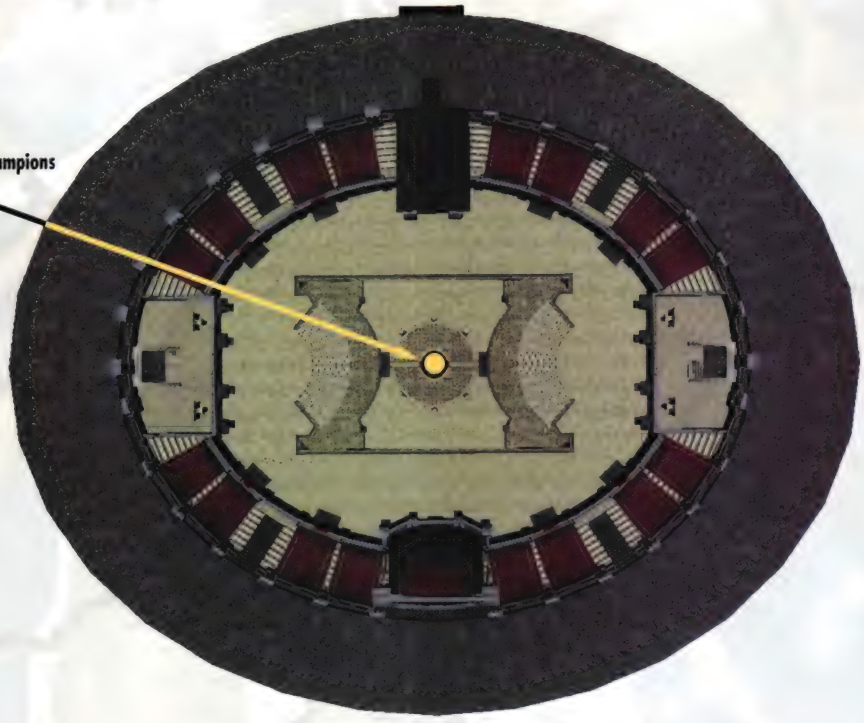
This time when the fight begins, the first challengers are four Fire Demons. While these are on the field, Pyro uses a fire shield that protects him from all damage, so take out the Fire Demons quickly. Use Rogue's physical attacks, as these demons are Energy Resistant.

When fighting Dark Pyro, set the team's AI to defensive. Otherwise, they may run into Dark Pyro's flames.

Once the last Fire Demon falls, Dark Pyro's shield comes down. It stays down briefly before he uses the Column of Fire ability to bring it back up, summoning four more Fire Demons to his side. Use the time his shield is down to attack him with everything available. During the fight, Dark Pyro also uses strong fire attacks, although he doesn't use his attacks as often as Dark Avalanche.

PUTTING THE PIECES IN PLACE

Head back to the Nexus to try to find Xavier himself. Climb back up the stairs to reach the altar at the top. With all three pieces of Xavier's mind present, the door opens and a walkway appears. Move to the base of the walkway and move from there to the next area, the Colosseum.



Boss Fight: Shadow Champions

SHADOW CHAMPIONS

There are four main enemies to watch out for in this free-for-all battle: Chaos Lord, Ultimate Predator, Champion of Rhodes, and Sun Goddess. These possess the powers of Cyclops, Wolverine, Colossus, and Jean Grey, respectively.

The main worry from this group is the Xtreme attacks of the X-Men they imitate. Keep everyone healed above half their HP at all times. Set the AI to a high healing level for the battle to make this easier. Keep the group together and use stunning and defensive Powers, then focus on one character at a time. Sun Goddess is the best to take out first, to keep her from knocking back the X-Men with Telekinesis. Alternate group attacks like Psychic Shout or any Xtreme attacks to damage everyone at once.

Partway through the fight, a swarm of Astral Fiends appears, but use a few Psychic Shouts while focusing on the doppelgangers and they're soon gone. Continue to take out one shadow at a time, saving Ultimate Predator for last, as his healing abilities revive him after a while anyhow, much like Sabretooth in the fight on Mount. Even with four enemies to fight this time around, they are soon defeated.

SUGGESTED CHARACTERS

JEAN GREY: Psychic Shout and related skills are handy against any human foes.

NIGHTCRAWLER: Teleportation helps both in combat and in getting around, while Leap of Faith is always a good backup.

STORM: Lightning attacks are good both for combat and for welding.

WOLVERINE: Healing Factor and unparalleled melee skills are great assets in this long, difficult area.

ITEMS

Health Pack

Sketch Book (Hive Factory)

Danger Room Disc (Qualifying Exam 500)

Danger Room Disc (Focus 601)

Sketch Book (Mansion Sketches)

Danger Room Disc (Nightmare-Wolverine)

Skill Point

OBJECTIVES

The factory grounds are heavily guarded by tanks. Destroy them before entering the facility (4 total)

Stop Sentinel production by destroying the machinery inside the Fabrication Facility(3 total)

Stop Sentinel production by destroying the assembly machinery in the Armor Assembly area (3 total)

Disable the leg placement machinery (2 total)

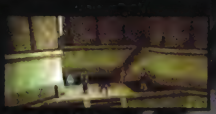
Shut down the arm placement machinery (2 total)

Find the Sentinel Guidance System Sensor

Locate the Sentinel Navigational Controller

Destroy all of the Sentinels in the storage room (8 total)

Destroy the BioSentinels in your way (2 total)



Investigate the lower levels of the Sentinel factory

Find General Kincaid

Free Gateway from his prison

Liberate the other Morlocks from their prisons and get them to Gateway (5 total)

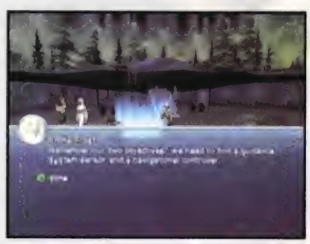
Capture General William Kincaid before he escapes

Destroy the three bio-chambers to stop the Advanced Sentinels

SENTINEL FACTORY

BREAKING IN

Events are unfolding rapidly, so there's no time to rest back at the X-Mansion. Instead, it's time to head for Central Europe, and the Sentinel Facility.



ROSTER SUBSTITUTIONS

Beast, Colossus, Cyclops, Emma Frost, Gambit, Iceman, Jubilee, Magma, Psylocke, and Rogue are the alternates for this mission. You could swap one of the hard-hitters such as Rogue or Colossus in for Wolverine, but only if absolutely necessary. Emma Frost can, for the most part, cover for Jean Grey, but then a second switch is required (to create bridges).

There's only one direction to go, so head down the path before the team is stopped by a brief cut scene. This outer area is protected by patrols and four flame-spewing tanks as well. Switch to Wolverine and run forward, leap up onto the tank, and use Brutal Slash on the turret until it is destroyed. With Wolverine's Brutal Slash upgraded into mid-levels of Eviscerate, it should only take one slash for the turret to disintegrate.

For fights against the various GRSO goons, switch to Jean Grey and run into the center of a group. Use Psychic Shout to damage and stun them. The enemies at this point are all GRSO guards of varying types.

Once the first major fight is done, continue along the path to the first building on the right, which is where the second tank appears. The third appears as the team approaches the next corner of the main building to the left. The fourth shows up after approximately the same interval as the previous two.

Pass in front of the entrance to the building and around the next corner. Look for the GRSO Captain holding a **Proximity Keycard**. Pick it up and continue to the end of the path. Along the right side of the building edge is an open container large enough to run inside of it. Go to the end of it to pick up a **Sketch Book**. Return up the path until prompted to use the Facility Entrance. Open the doors, fight off the enemies lurking behind them, then continue through to reach the first area inside.

Visit the Xtraction Point, then head down to the production floor. GRSO Elite Skirmishers appear here, along with new foes. The GRSO Major is a new Mental Resistant "leader," so send Wolverine after them. The GRSO Black Guard is a much more athletic enemy who prefers to stay in the background and throw multiple shurikens in a wide arc. Don't let the Elite Skirmishers get into melee range undamaged, and pay attention to the Black Guards in the background. Use ranged attacks to take them out as quickly as possible.

Once on the floor, pass forward under the walkway and take the stairs to the left back up to higher ground. Cross the walkway to reach a small room. An Elite Skirmisher should break through the wall; if it doesn't, break down the wall with an X-Man. Inside this small back room is a **Danger Room Disc.** Walk back to the first room and take the doorway through the side wall, then follow the path around and across a short bridge, through the center room, then over the next bridge. Follow the path right and descend the stairs back onto the floor. Turn right to reach the center of the room, and along the left wall is the first machine. Switch to Wolverine and use Brutal Slash to take it out.

With the first machine destroyed, turn right and move forward to reach another set of stairs to the left. Follow the next production floor to the end and climb the stairs, then make a U-turn along the hall and out the other end. The first GRSO Elite Flamers appear here. They're not difficult foes, but they can block the path with a wall of flame, which can be extinguished with Whirlwind. Climb back down to the next floor and destroy the next machine just forward and to the left. Continue straight ahead and take out the third machine to meet the Objective for this area. Continue up the next stairs and through the door to enter the Armor Application area.

HEAVY ARMOR

Follow the path to where it splits between a door ahead and stairs to the right. Take the stairs down to the floor and destroy the first of the machines in the center of the room. Take the next stairs along the right wall up and over to the other side of the room, cross the floor, and take the next steps up and around. Enter the room and walk through to the next room to find a Lab Tech. Speak with him to find out more about what's going on in the Factory. Continue out the next door and down the stairs, destroying the next machine in the center of this room. Leap over its now-broken treadmill to get to the other side of the room, and at the end head up the stairs once again.

At the top of these stairs, turn left and head into the first of a series of rooms. When the rooms appear to come to a dead end, attack the far wall to break through and continue. Cross over a walkway and through another room, then turn left and head down the stairs into another section of the production floor. The last machine resides here. Cross the floor and climb up the stairs on the opposite end to reach the path to the exit, leading into Leg Attachment.

Inside the first doorway is an Xtraction Point. From the first small walkway, leap down into the production floor area, and run straight across to ascend the stairs. Turn the corner and enter the room to find the first of the leg placement machines. Approach and use the device to successfully break it. Continue through the doorway on the opposite side of the room, then use form a bridge at the blue "X." Cross the bridge, then head through the next room to reach the stairs leading back down to the production floor.

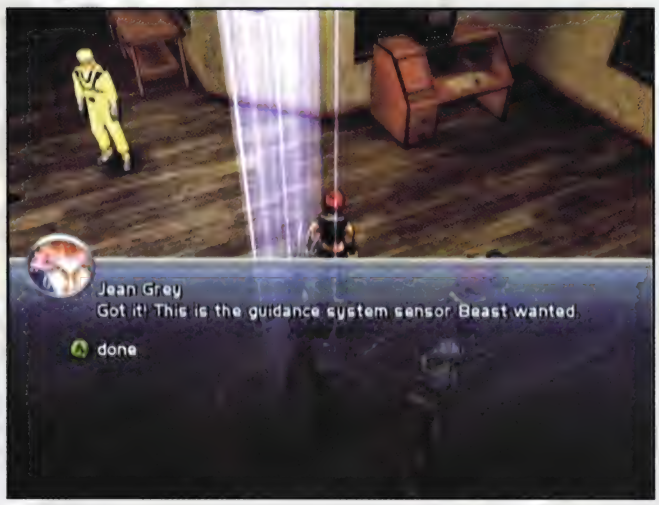
Once down on the floor turn, left and follow the left wall to the next set of stairs leading up. Inside the next doorway is the second machine. Destroy it, then return to the floor. Run back to the opposite end of the room, but take the stairs to the left. These lead through two rooms, and then to the exit to the Arm Attachment section.

ARMED AND DANGEROUS

Follow the path around to reach stairs leading up to the left, and down to the right. Follow the descending stairs to a landing and second set of stairs, then one or more Sentinel Mark 2. Take Storm past the Sentinels, then left to where the robots are coming out of production. Use Lightning Strike to weld the opening shut. Clean up those that have already escaped, and shut down the machine next to the recently welded door.

Run straight forward through the production floor to the opposite end to find the other machine to shut down. Turn left and climb the stairs, then follow the path through the upper area until it branches left and right. Take the left stairs, and follow the through to another "dead end" room. Attack the small diagonal section of wall on the left side of the room to break through it.

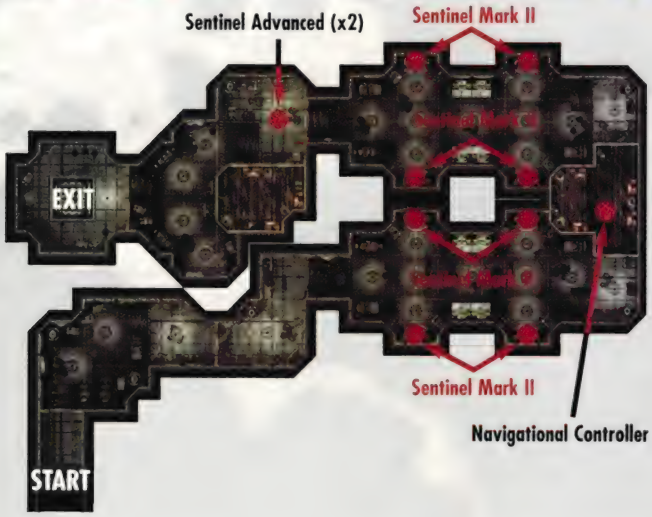
Use the Xtraction Point, then go down the stairs and turn left through the production floor to the far end. Climb the stairs and follow the path to a split between stairs in front and a passageway right. Head right along the path to reach the next split, between stairs in the front left leading down, and those in the front right leading up. Take the right stairs up into a room with the required **Guidance System Sensor**. Take it, then continue through the room and across a walkway to the other room to a **Danger Room Disc**.



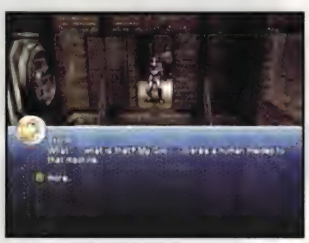
Return to where the last stairs split off, but this time take the left stairs leading down. Cross under the bridge to the opposite end of the floor, then turn right and head under a second walkway. Continue to end of the room where more Sentinels are coming out of production. Weld the doors shut and take out the robots that have appeared so far. Climb the stairs to the left for a straight shot through to the Storage Warehouse.

THE UGLY TRUTH

For most of this zone, there is one path to follow. In the first large, open room are four Sentinels in a storage bay. Move only far enough ahead to trigger the first two initially, then trigger the remaining pair. Once past this room, climb the stairs and enter the next small room to retrieve the **Navigational Controller.**



The next room is the second storage bay, holding the last four Sentinels. After the new Objective appears, head forward up the stairs to run into these new monstrosities. The Sentinel Advanced are human-sized foes, but Mental Resistant, so use Wolverine's and Storm's Mutant Powers in combos. Watch out for their double-fisted ranged energy attack. Despite being an advanced type of Sentinel, they cannot stand up to much damage.



Continue straight ahead to the elevator leading down to the lower levels. Be warned; from here you cannot return up to the previous levels.

Once in the lower levels, use Wolverine as the active character and let him lead through the rooms. Open the door and head through to the Xtraction Point. Go through various foes, including the new Sentinel Advanced model, and watch for a doorway on the left, branching off from the door leading ahead. This left-hand door is sealed, but Nightcrawler can teleport in to grab the **Health Pack** trapped inside. Do not to overshoot his mark because the room ahead holds more enemies. The remaining door is also sealed, so break through the wall with Wolverine's Brutal Slash.

Head through to a room with a solid circular wall in the middle, then continue through the next door cautiously. A Sentinel Platform Mark II is on the other side, much like the Weapons Platform fought before, but tougher. This enemy hits hard and absorbs plenty of damage.

Just through the next door is another of the special health-draining machines that you've seen in previous areas. Storm's Lightning Strike doesn't work well against these, so if you have a full Xtreme meter to play with go ahead and use her Cyclone Fury Xtreme attack to destroy it, or else let Wolverine sit back and heal to full, then rush in with a quick Brutal Slash to destroy it before it can leech away too much of his health. From here take the only door left to see a brief cut scene, then continue along the path until you come to another split—here, either way leads to the exit, and the Bio Lab Workshop.

LABWORK

This area, like the last few, is fairly straightforward. Another of the health draining machines is in the room past the second doorway, and part of the damaging energy reaches through the wall at the far end of this room. Take Wolverine through and use Brutal Slash to wreck this second device. Continue into the next room, clear the area of enemies and objects, and save at the Xtraction Point.

There is one path with few enemies between the X-Men and the exit. Fight off the Sentinel Advanced cyborgs in the last large room, then head into the hall and through to the Bio Lab Gallery.

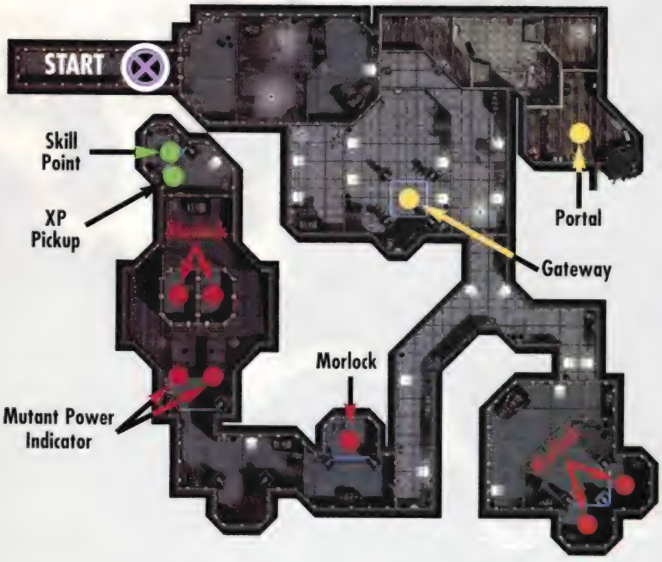
Follow the winding (but non-branching) path through a few rooms to the Xtraction Point. Continue through the next room to stairs leading down to another of the life-draining machines. This machine is guarded by an upgraded Weapons Platforms. Continue to a hallway with one end blocked by many breakable objects. Have fun splitting them open, but don't get carried away; enemies may hear the team and attack from the other side of the buried doorway.

Once through to the door, there is only one path to follow. Go through to a "dead end" room and break through the far wall. Continue along the path until it dips down some stairs again. Another of the advanced Platforms guards the room. Once the Platform is defeated, go to the left side of this room and fly to the top of one of the pieces of machinery to find a **Danger Room Disc.** From this room, the next hallway leads to the Subject Retention Center.

Continue through the room at the top of the stairs into the next room, then continue through the second door. In this large room is a small pool against the right wall. Switch to Storm or Jean and Fly over to the end of the pool and pick up a **Sketch Book** on the small column. The pool is filled with damaging liquid, so keep clear of it. Head through the door into the next room, which turns out to be General Kincaid's office.

JAILBREAK REVISITED

Follow the path through the first few rooms and enemies to the Xtraction Point. Head down the steps from the Xtraction Point until the next Objective appears. Run down the stairs and attack one of the four pillars at the corners of the prison using Brutal Slash or Lightning Strike. With the prison broken, run in and speak to Gateway to have him form a portal to New York City.



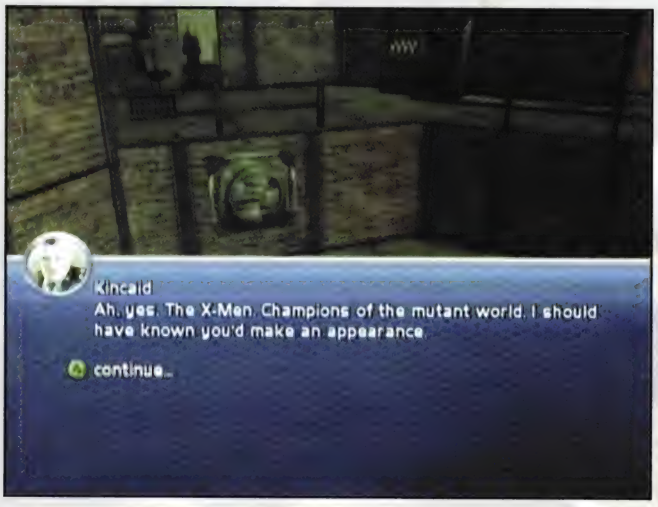
THE RETURN

Switch back to Nightcrawler and teleport with Storm back through the wall and have Storm fly Nightcrawler back to the rest of the team.

After the Objectives are updated, climb up the stairs on the far side of the room and take the door along the far right end. At the fork in the path, first head to the left. In the room at the end of the hall are two of the cells. Break the center pillar and speak to each Morlock, then lead them back to Gateway. Return down the same path, but this time take the right fork. In the first room after the fork is another cell. Break the pillar, but don't speak to the Morlock inside just yet.

Continue down the path to another barrier across the entrance to a room. Break it open to find two glowing, blue Mutant Power indicators. Create a bridge to each spot, but only one person can cross at a time. Switch to Storm and pick up Nightcrawler. Fly over to the ledge behind the imprisoned Morlocks. After landing there, use Nightcrawler and teleport with Storm through the wall. Use Storm to destroy the forcefield, then collect the **XP Pickup** and the **Skill Point** in that room.

Speak to each Morlock in the two rooms, then regroup and return to the cell passed by previously. Pick up the third Morlock on your way, and return them to Gateway.

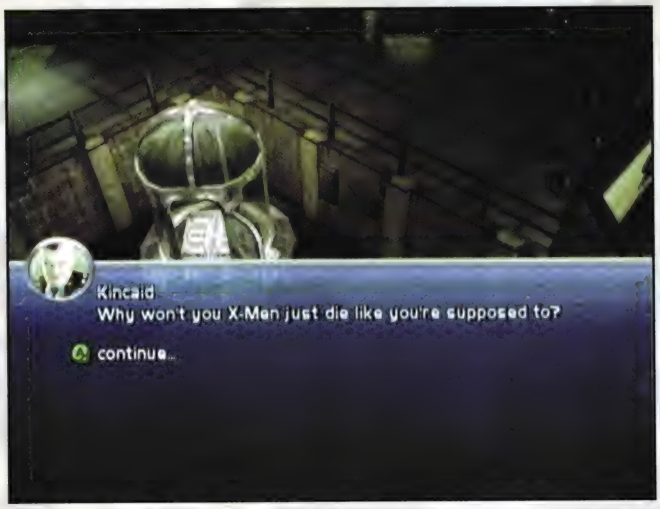


After getting a new Objective, run across the room to the side opposite the Xtraction point, and up the stairs. Turn left to head through the now-open doorway. Follow the path through the various rooms until the team reaches a blockage, which ends up not being an obstacle at all.

HOT ON THE TRAIL

Continue forward until a lower level shows up to the left. Leap down and into the center of the room. Slightly forward and to the left is a health draining machine. Destroy it, then continue across the room toward three cylindrical objects toward the far end: the bio-chambers.

After another cut-scene, Advanced Sentinels start to come through these chambers. Destroy each of these three chambers by attacking them. Be careful around the center chamber as one of the energy-draining devices is nearby. Take it out with Wolverine.



Once all the bio-chambers are destroyed, climb the stairs on the far end of the room and follow the path through. After a few rooms is end of the trail. It's time to head back to the mansion.

SUGGESTED CHARACTERS

CYCLOPS: He adds long-distance punch to this line-up.

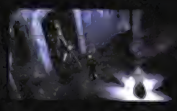
EMMA FROST: Her diamond form is good for the last team battle, and she adds a bit of melee skill.

JEAN GREY: She is the powerhouse for this trip, and Telekinesis is needed for some puzzles.

PSYLOCKE: She rounds out the telepathic group.

OBJECTIVES

Professor Xavier is trapped somewhere on the Astral Plane. Rescue him



Destroy the crystal that imprisons the mind of Professor Xavier

Combat Shadow King and defeat him

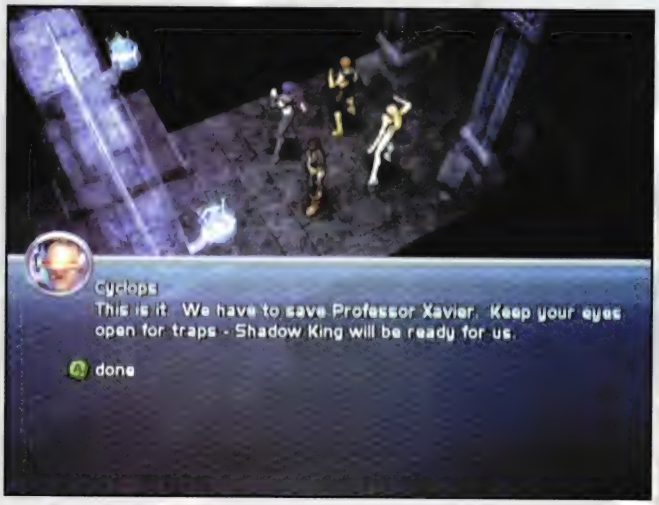
ITEMS

Danger Room Disc (Nightmare, Cyclops)

ASTRAL PLANE

BACK FOR THE ATTACK

Even after an arduous mission, there's no time to rest. The X-Men hold another meeting, and immediately set out for the Astral Plane to save Xavier.



ROSTER SUBSTITUTIONS

You could theoretically replace Cyclops or Psylocke with another hard-hitter that could still affect the crystal entrapping Xavier, or swap Emma Frost out for another defensive or supportive character. In the long run, Jean Grey tends to overshadow the other characters here whoever they are.

The trip through the Astral this time is similar to the last. Jean acts as the powerhouse with Psychic Shout. For some variety, use Emma's diamond form and Confusion combined with Psylocke's blades and combat skill, with Cyclops hanging in the back to add his own long-range damage. The enemies are all familiar foes, so don't worry about meeting new faces or abilities.

Enter the Astral Plane and move up the initial walkway. Save at the Xtraction Point, then when given the choice between a straight pathway and curved stairs, follow the straight pathway through multiple rooms and walkways, bending around into a gradual square. The team eventually reaches a room with a small balcony off to the left. Pick up the **Danger Room Disc** there, then head to the opposite end of the room and onto another small outcrop.

On this second balcony turn left, and look for a switch just across a gap. Use Telekinesis to flip the switch, then jump from the balcony to the lower path. From this square room, turn left into a larger open room with a second Xtraction Point. Fight off the enemies in the room, then step through the glowing exit into The Forbidden Halls.

THE FORBIDDEN HALLS

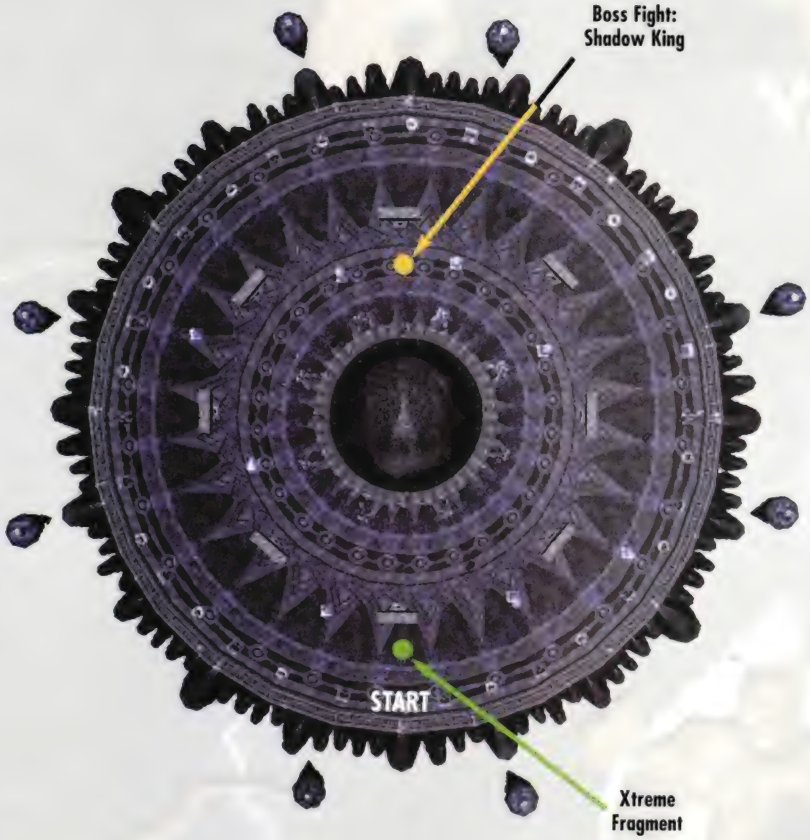
From the starting room, run across the curved path into a larger room, and fight off the swarm of enemies. As the last enemy falls, a new switch appears beside a closed door. Pull it, but before going through, head into the rooms to the right and left to destroy the enemies there. Go through the doorway and follow the path around. At the room with arches along the sides and higher walkways the team can't seem to reach, head to the far side of the room to find stairs to each side. Climb those steps and circle around to clear off each walkway, then return to the main path and press onward.

Clear out the starting room, then move left through the doorway and into the next. From here, turn right and take the side walkway in a "U" curving out, up, and back. Follow the opposite path to the next room and a sealed door. Bypass it by taking the left path in another U-shape around to the next large room past the door.

In the next room, move to the far end. Another of the floating stones across a chasm greets the X-Men. Take Jean across, and when she lands on the other side, turn to face left. Another switch floats in the air here. Use Telekinesis to flip it, and allow the rest of the team to cross. At the same time, the door opens, and the path to the next portal is clear.

Continue straight and out the opposite exit, following the path to a small platform and another of the floating stones. Have Jean ride it across, and when it lands, immediately run forward to pull the switch. Once the room is clear, save at the Xtraction Point, and restock on Health and Energy Packs.

Just inside the next room is a crystal holding Professor Xavier. To free him, shatter the crystal. Immediately have every character use his or her buffs to increase the group's effectiveness, then as the first swarm comes in, use Psychic Shout to knock them for a loop. Switch to Psylocke, and use Psychic Slash against the crystal constantly until the enemies start to pay attention to her and swarm in for the attack. At this point, switch back to Jean Grey and use another Psychic Shout from the center of the swarm. This time, use Cyclops and Optic Beam against the crystal. Keep rotating between these characters, buffing and healing as needed, until the crystal shatters.



SHADOW KING

ATTRIBUTES: Multiple Resistances

As soon as you gain control of Xavier, open the Character screen and equip him, then assign his Stat Points. Most of the damage he deals is from Powers, so don't worry the Strike stat. Funnel most of the points to Body, Agility, and Focus.

The round arena is featureless, except for a lone **Xtreme Fragment**. Pick it up, then start off to one side in search of the Shadow King. As soon as he appears, use Psychic Defense to protect your character. Whenever the effect wears off, renew its effect.

The Shadow King's normal mode of attack is to throw spears at Xavier from a short distance. Keep far enough back to be able to sidestep these easily. However, to attack, Xavier must move closer. Alternate between normal attacks and Psychic Hammer. When the Shadow King starts to glow green, move out and slightly to the side. At this point, the Shadow King either thrusts forward for a single strong melee strike, or pulls his arm back and whirls it around for a hard-to-avoid area attack. Each time Xavier avoids this attack, follow up quickly with Hammer Legend.

Constantly use Health Packs, and use Energy Packs as needed to power psychic attacks. Keep this going until the Shadow King summons a cloud of bat-like creatures known as Spectral Tyrants. Use Psychic Maelstrom, Xavier's Xtreme attack. Use two of these, or follow the first with Blast Legend. Collect the Xtreme Fragments and Health Packs that appear.

Repeat the above as long as the Shadow King has his allies on the field. When the Shadow King is alone, go back to the first strategy, and wait until he summons the Spectral Tyrants again. Once the Xtreme and other attacks whittle the Shadow King down to the point that he can no longer go on in this form, he changes.

SHADOW KING—SECOND FORM

The Shadow King changes into a more bestial, wolf-like form with a full health bar. This form uses long-range breath attacks in an arc in front of it, then moves in to attack with sweeping claw attacks. Avoid the breath attack, but during the wolf's melee stage, keep up Xavier's Psychic Defense step in to meet him. Even as quickly as the wolf attacks, each sweep of the claws does only a minor bit of damage, while Xavier takes off much more health from Shadow King with his counterattacks.

Keep this up until the wolf glows green and summons forth more of the Spectral Tyrants. At this point, the Shadow King splits into three separate forms. Go back to your previous strategy of using Psychic Maelstrom when the bat-like fiends appear, which damages the bats and all three wolf shapes at the same time.

When the Tyrants have all vanished, work on avoiding all three wolves until one of the forms calls forth its allies again. By this point, one or two more Xtreme attacks should finish off not only the bats but the Shadow King as well.

XAVIER INSTITUTE

CHARACTER

MAGMA

OBJECTIVES

Talk to Beast and Wolverine in the hangar

Explore the mansion to gain more information

Proceed to the War Room and attend mission briefing

ITEMS

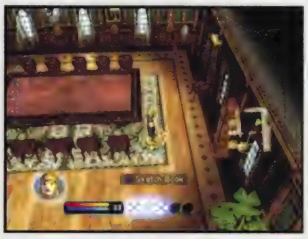
Danger Room Disc (Phoenix—Nightmare), Sketch Book (Hive Labs)

ONE LAST CHANCE

After the Astral Plane mission, there is one chance for the team to catch its collective breath. It's also another chance to explore the X-Mansion before the final mission.

Magma starts out in the Subbasement, inside the War Room next to Cyclops. Speak to the X-Men's leader to find out what he has in mind for Magma, then leave the War Room and talk to Gambit, just across the hall in front of the Danger Room. Go to the Med Lab, to visit Jean Grey and check on the Professor. Head into the X-Jet's hangar and speak with Beast and Wolverine. Continue to the end of the hangar, and in one corner is a **Danger Room Disc**. Pick it up return to the Subbasement, and from there head up to the Dormitories.

Check out Iceman's dresser, Colossus' bed, Jean's bed, and Beast's bed to learn a few last details before heading out for the final mission. Head down the stairs to the ground floor.



None of the X-Men are hanging around, and you can't go out onto the lawns. Just head into the Dining Room, pick up the **Sketch Book** next to one corner of the table, then view it in Colossus' room. If you've collected all the Sketch Books, this unlocks secret art. Return to the Subbasement.

Save and head for the War Room. Start the next mission on the computer, and settle in for the mission briefing.

ASTEROID M

ENTERING THE BASE

The X-Men use the Sentinel guidance technology to find a path through the magnetic fields and into Asteroid M. Now to find Magneto and find a way to dispel the shroud of asteroids covering Earth.

Asteroid M is well guarded by a variety of Acolytes. Most are resistant to energy attacks, but the Acolyte Warrior Elites have physical damage resistances. The one to watch for is the Acolyte Adept Elite, because of its ability to revive downed Acolytes. Take them down first to prevent fighting the same group of enemies over and over again.

SUGGESTED CHARACTERS

EMMA FROST: The White Queen is required for the start of this mission.

WOLVERINE: Regenative abilities and destructive claws come in very handy in the cluttered halls.

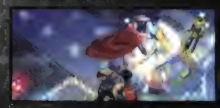
MAGMA: She packs a powerful punch and can also create lava bridges, which are essential for keeping the party together.

STORM: Ranged energy attacks and whirlwind capabilities help out in combat.

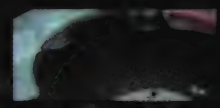
OBJECTIVES

Ask around to discover where Magneto is located

Find the Asteroid M control center



Defeat Magneto in combat



Locate the entrance to the Gravitron room

ITEMS

Danger Room Disc (Nightmare—Colossus), Danger Room Disc (Challenge—Psylocke), Danger Room Disc (Challenge—Legends)

Acolyte Elites, Acolyte Master Elites, and Acolyte Adept Elites tend to open their attacks with a ranged stun attack. Walk at them diagonally, or be ready to jump to avoid the beam and take them down with a quick strike before they can recover.

The base is straightforward. Follow the halls until the team reaches and area past the first mutant worker with a sunken section and a walkway above it. Clear the walkway first to eliminate one of the Acolyte Adept Elites, then turn back and clear out the bottom section. Starting with the lower area is problematic, since the Adept will sit on the catwalk undetected and revive everyone the party defeats. After the pit/catwalk area head to the Power Station.

Look for a small room to the side just before the large room where the huge generator is located. Inside is a friendly Morlock that knows where Magneto can be located. He instructs the X-Men to find their way to Asteroid M's Control Center deep within the base.

ROSTER SUBSTITUTIONS

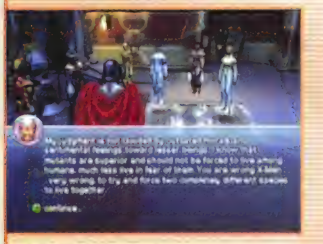
Nearly any X-Man can take on this mission successfully until the second half. The primary needs are a good melee fighter that causes physical damage such as Beast, Colossus, Rogue or Wolverine, and an energy or elemental fighter like Storm, Magma, Jean Grey, Iceman, Jubilee, Psylocke or Gambit. Nightcrawler is really the only character that doesn't fit the mission well except that he can teleport past some of the obstacles. It also helps to have someone that can either create bridges or fly.

Pass through the door next to the Morlock's room to encounter Mystique. She isn't looking for a battle, but does have some curt words for the heroes. More importantly she finally reveals the Brotherhood's intentions toward Magma. Take a left from the entrance and go down the stairs to find a **Danger Room Disc** in the corner next to a computer console. Clear the room, top and bottom, after the conversation and be on the lookout for a Proximity Keycard that's dropped by one of the Acolyte lackeys. Use the card to pass through the door in top corner of the room. The elevator inside leads to Asteroid M's Interior Quarters.

INTO MAGNETO'S LAIR

The Acolytes continue to come out in force and the Acolyte Adept Elite is even more common than before. Seek them out in battles and get rid of them first. Look for a hidden Adept in one of the side rooms if there's none visible, but enemies are still being revived. There has to be one somewhere nearby. The X-Men will have to fight through several groups of enemies to reach the elevator to the Command Center. Remember to use the right type of attack against the correct enemy. Acolyte Warrior Elites are resistant to physical damage, but Acolyte Elites and Acolyte Master Elites are resistant to energy damage. Switch back and forth between characters as necessary or just call for help when a character is unable to make a dent in an enemy.

Find a super power indicator on the catwalk in the second room from the elevator. It seems to lead to nowhere, but blast the wall from a distance to reveal a hidden hallway. Either have Magma or another character with a similar ability create a bridge across the gap, or fly/teleport into the hallway. Beware of the Acolytes on the other side. The hallway leads straight into the heart of the Command Center where Magneto is patiently waiting for the X-Men to arrive. Save before entering the door to the left of the Xtraction Point.



Magneto is ready for the X-Men to arrive and he isn't alone either. Mystique and Sabertooth are waiting in the wings along with several Acolytes. Begin the battle by eliminating the Acolytes. They don't pose much of a threat and can be removed from the battle easily. Once they're gone, it's time to rob Magneto of some of his weapons. Use Wolverine, or someone else with destructive abilities, to roam the room and destroy every loose piece of metal. Get rid of barrels, chairs, computers, and anything else that can be destroyed. Magneto uses his powers to hurl these objects at the X-Men. Destroy them and his attack power takes a major hit. Attack Magneto directly and use as many combos as possible to maximize the damage caused. Watch the party's health carefully and back off and collect health packs if necessary.

After he takes a significant amount of damage Sabertooth and Mystique will join the battle. Have Magma, or someone else with an energy attack, focus on Sabertooth and launch repeated special attacks to knock him out quickly. Wolverine, or either Colossus or Beast, can make short work of Mystique with a double dose of physical damage. Keep pecking away at Magneto as each of his henchmen falls. They'll reappear from time to time, so keep watch. Mystique can sneak into the group easily, since she cloaks herself as one of the four X-Men in the party.

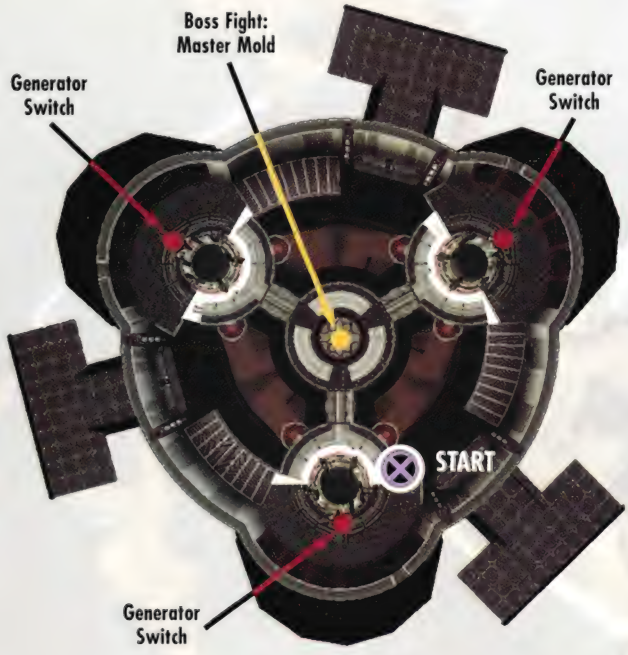
When the battle is won, travel to the Lounge Deck A elevator, but look for a **Danger Room Disc** to the left of the elevator before leaving the area.

SENTINEL ONSLAUGHT

Magneto may be gone, but there's a whole new problem to deal with. Not only is Asteroid M on a collision course with Earth, but the base is overrun with Sentinel Advanced Mark II androids. Keep everyone working together as a team and they'll be able to cut their way through the pesky bots to find the heart of the problem.

Follow the hall to a large room with three side rooms. Once the Sentinel Advanced Mark II bots are gone, check the first room to find a Proximity Keycard. Use the card to unlock the second room across the hall. Havok is trapped inside, banished there after his outburst in the Command Center. Check the corner of the room to find an ID Card. Use the card to enter the third room on the other side of the hall. There's a Stat Point on the floor in the back.

Continue on to the next Xtraction Point. There's no need to build a bridge at the super power icon just before it. Hop into the lower section of the room and avoid the walkway. The bridge just leads to an ambush, which is good if you're looking for some "easy" experience points. Take advantage of the Xtraction Point. Emma Frost is no longer required, so switch her out for another character. The Sentinel Advance Mark II androids are resistant to psionic damage, which makes Emma and Jean nearly worthless. Either Cyclops or Colossus makes an excellent addition to the team. Cyclops provides a strong ranged attack, but Colossus can devastate the sentinels with his powers.



Keep moving into a large room with a broken ramp and bridge. Build new bridges using the team's powers, or fly across the gaps. Beware of open gas vents in the room beyond the broken bridge. The flame jets are capable of causing serious damage. If one of the uncontrolled characters gets stuck on one, the X-Man will quickly chew through the party's health packs. The halls lead to the elevator to Lounge Deck B. Look in the alcoves before the elevator to find a Stat Point.

There's a mixture of Sentinel Advanced Mark IIs and Acolytes on the next floor. The story is much the same until the team reaches a large room with a destroyed catwalk. Create a new catwalk using the three super power icons, or just fly across the gap. Beware of the Sentinels in this room. There's a large group of them on the floor below, so be ready for a fierce battle. When things have calmed down, check the statue of Magneto in the center of the room to find a **Danger Room Disc**, and then follow the hall to the elevator to the Main Power Core.

Use the nearby Xtraction Point to visit the Healer one last time before using the Main Power Core elevator. Stock up on Health and Energy Packs if necessary.

MASTER MOLD

The X-Men arrive in the Main Power Core to find a horde of Sentinel Advance Mark IIs. Quickly save at the Xtraction Point near the entrance. Fight off the sentinels with good teamwork using combos and protective powers. When most of the sentinels are destroyed, six Sentinel Weapons Platforms will attack in two groups of three. Isolate them and use combos to quickly eliminate them. Beware of their attack that reverses the controls. When running low on energy stay back and run back and forth to avoid the Sentinel's lasers while the other X-Men beat on the machine.

After the Sentinel Weapons Platforms have been destroyed the true threat appears, Master Mold. Surround the giant sentinel and use combos to strip it of health. When around half of its health is eliminated three Sentinel Controllers will enter the room and start up the ramps on the outside of the room. Quickly track them down and eliminate them, and then shift back to Master Mold.

The boss's attack pattern will shift slightly and it'll begin tossing Spider Mines and shooting homing missiles. Destroy the mines at a distance to find extra Health Packs if the team is running low. Keep chipping away at Master Mold's health until it surrounds itself in a force field. This shield is extremely powerful and protects the boss from all types of damage. Deactivate it by racing up the ramps on the outside of the room and tossing the switches on the back of the three generators. When all three switches are thrown the energy from them will short out the shield.

Get back into the fight and keep pounding on Master Mold until it collapses. Congratulations! You've proven yourself as a hero and as an X-Man.

EQUIPMENT

There are three types of equipment found in *X-Men Legends*: Backpacks, Belts, and Armor. Each hero can equip one item of each type.

Backpacks have the widest variety of effects and commonly improve the damage caused by physical attacks and mutant powers.

Belts increase base attributes.

Shields block and reflect certain damage types.

Items also come in three rarities: Common, Rare, and Unique. Common and Rare items can be purchased from Forge throughout the game. Unique items are harder to come by. Some are for sale in Forge's shop, but most have to be acquired in battle, as a reward for completing a Danger Room Course, or pulled from Healer's Grab Bag.

SHOPKEEPERS

Forge sells a wide variety of equipment. His stock changes throughout the game, so check back with him often. Be sure to sell excess items to either Forge or the Healer to free up additional inventory space.

BACKPACKS

NAME	RARITY	BUY	SELL	DESCRIPTION
Basic Power Enhancer	Common	2000	500	+9-11 damage to mutant power attacks
Power Enchancer	Common	3000	750	+25-31 damage to mutant power attacks
Super Power Enhancer	Common	4000	1000	+80-100 damage to mutant power attacks
Ultra Power Enhancer	Common	5000	1250	+125-150 damage to mutant power attacks
Basic Targeting Implant	Common	1500	375	+2% chance of criticals during a ranged attack
Targeting Implant	Common	3000	750	+4% chance of criticals during a ranged attack
Super Targeting Implant	Common	4500	1125	+6% chance of criticals during a ranged attack
Ultra Targeting Implant	Common	6000	1500	+8% chance of criticals during a ranged attack
Basic Weakness Analyzer	Common	2000	500	+2% chance of criticals during a melee attack
Weakness Analyzer	Common	4000	1000	+4% chance of criticals during a melee attack
Super Weakness Analyzer	Common	6000	1500	+6% chance of criticals during a melee attack
Ultra Weakness Analyzer	Common	8000	2000	+8% chance of criticals during a melee attack
Basic Tissue Generator	Rare	1000	250	Regenerate 2 health per second up to 25% after 5 idle seconds
Tissue Generator	Rare	3000	750	Regenerate 4 health per second up to 50% after 5 idle seconds
Super Tissue Generator	Rare	6000	1500	Regenerate 6 health per second up to 75% after 5 idle seconds
Ultra Tissue Generator	Rare	10,000	2500	Regenerate 8 health per second up to 100% after 5 idle seconds
Basic DNA Generator	Rare	2000	500	Generate energy 25% more quickly
DNA Generator	Rare	3000	750	Generate energy 50% more quickly
Super DNA Generator	Rare	4000	1000	Generate energy 75% more quickly
Ultra DNA Generator	Rare	5000	1250	Generate energy 100% more quickly
Basic Muscle Accelerator	Rare	2000	500	Attack and run speed +10%
Muscle Accelerator	Rare	3000	750	Attack and run speed +20%
Super Muscle Accelerator	Rare	4000	1000	Attack and run speed +30%
Ultra Muscle Accelerator	Rare	5000	1250	Attack and run speed +40%
Agility of the Acrobat	Unique	0	0	+20% damage to Nightcrawler's teleport attacks. +5 Agility. (level 20 required/Nightcrawler only)
Astral Stone	Unique	0	0	+3 Focus. +9-11 damage vs Shadow Creatures.
Bands of the Beast	Unique	0	0	+20% damage to Beast's mutant attacks. +5 Strike. (level 20 required/Beast only)
Belt of Unus	Unique	0	4125	-13 Damage. 20 % chance of deflecting beam damage back at attacker. (level 32 required)
Black Tom's Cane	Unique	2500	825	+1 Body, -20% Beam Damage (level 7 required)
Caliban's Shroud	Unique	0	—	+2 Focus. +25-31 damage to punches. (level 19 required)
Callisto's Eye Patch	Unique	4500	1485	+2 Strike, +15-18 Damage to melee attacks vs Morlocks (level 15 required)
Cannonball's Flame	Unique	4500	1485	-8 Damage taken, +100-125 Damage to flying melee attacks (level 15 required)
Claws of Rage	Unique	0	0	+20% Wolverine's claw damage. +5 Striking. (level 20 required/Wolverine only)
Crown of Apocalypse	Unique	0	4950	+4 Agility. - 2 Body. -2 Focus. +12% chance for melee criticals. (level 35 required)
Cyber's Revenge	Unique	0	2970	-8 damage. +4-5 bleed damage to punches for 5 seconds. (level 30 required)
Dead Man's Hand	Unique	0	0	+20% damage to Gambit's kinetic attacks. +5 Agility. (level 20 required/Gambit only)
Deathbird's Javelin	Unique	6500	2145	Attack and run speed +20%, +9-11 Bleed Damage for 5 seconds to projectiles. (level 20 required)
Diamond's Aura	Unique	0	0	+50% damage to Emma Frost's Punch/Kick. +5 Body. (level 20 required/Emma Frost only)
Eric the Red's Armor	Unique	0	—	-8 damage. +100-125 damage to energy attacks vs Magneto. (level 29 required)
Flight of the Northstar	Unique	2500	825	30% longer flying time, +20% Knockback to knockback attacks. (level 10 required)
Gauntlets of Wrath	Unique	0	0	+20% damage to Rogue's power attacks. + 20% Rogue stun duration. +5 Body. (level 20 required/Rogue only)
Goddess Medallion	Unique	0	0	+20% Storm's wind and electricity. +5 Agility. (level 20 required/Strom only)

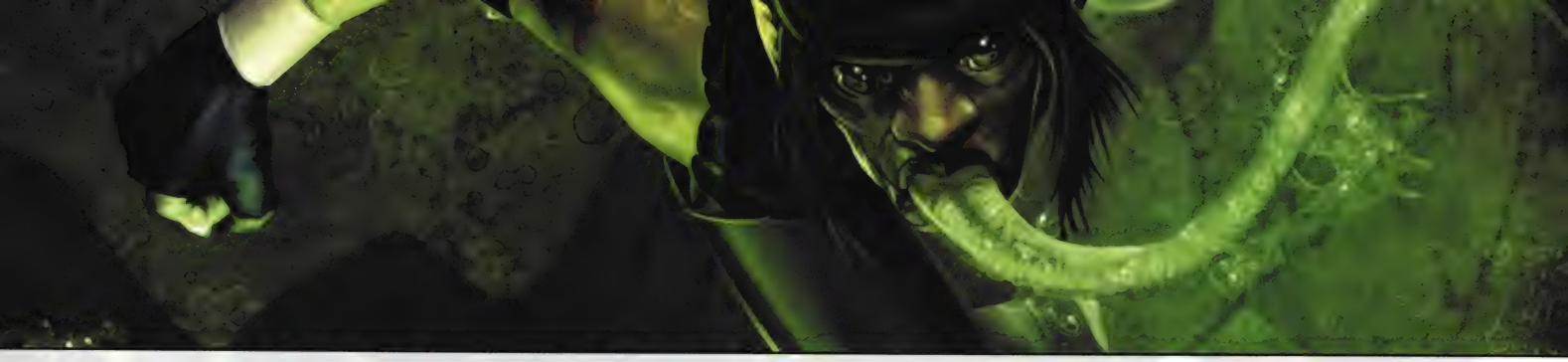
NAME	RARITY	BUY	SELL	DESCRIPTION
Heart of the Assassin	Unique	0	0	+20% damage to Psylocke's psychic atttacks. +5 Strike. (level 20 required/Psylocke only)
Hypnotic Skyburst	Unique	0	0	+20% damage to Jubilee's power attacks. +5 Agility. (level 20 required/Jubilee only)
Luck of the Longshot	Unique	5500	1815	+1 Strike, +1 Agility, +1 Body, +1 Focus, 5% chance to reflect 125-150 Punch/Kick Damage (level 17 required)
Mantle of the Phoenix	Unique	0	0	+20% damage to Phoenix's psionic attacks. +5 Focus. (level 20 required/Jean Grey only)
Manual of the Puck	Unique	4000	1320	+1 Agility, +15-18 Damage to kicks. (level 13 required)
Mask of Xorn	Unique	0	0	Mutant powers cost no energy to execute. (level 35 required)
Opal of Ozymandius	Unique	7000	2310	+5 Body, 30% chance of deflecting Fire, Cold, and Wind Damage back at attacker (level 23 required)
Ring of Polaris	Unique	4000	1320	+1 Body, +20% flying time, -40% knockback (level 13 required)
Sabretooth's Tags	Unique	0	2805	Regenerate 4 health/sec up to 50%. +25-31 blade damage to punches. (level 28 required)
Shadowcat's Touch	Unique	4500	1485	-5 Damage taken, +25-31 to punch and kick attacks vs Robots (level 15 required)
Shard of Cyttorak	Unique	10,000	3,300	-5 damage taken. +2 Body. +2 Strike. (level 31 required)
Shi'Ar Battle Implants	Unique	0	0	+3 to all traits. (level 26 required)
Shi'Ar Body Shield	Unique	0	0	+50% resistance to physical attacks. (level 29 required)
Shi'Ar Energy Armor	Unique	0	0	+50% resistance to energy attacks. (level 30 required)
Shi'Ar Mind Gem	Unique	0	0	+50% resistance to mental attacks. (level 28 required)
Soul of the Gladiator	Unique	0	0	+20% damage to Colossus's powered attacks. +5 Body. (level 20 required/Colossus only)
Spiked Armor of Stryfe	Unique	10,500	3465	-10 damage taken. +4-5 energy drain to punches. (level 32 required)
Spikes of Penance	Unique	8000	1320	-8 Damage taken, reflects 80-100 Physical Damage to attacker (level 27 required)
Sunfire's Mask	Unique	4500	1485	-20% Fire Damage taken, +9-11 Fire Damage to mutant attacks. (level 16 required)
Sword of Ogun	Unique	7500	2475	+3 Focus. +8% chance for punch/kick criticals. (level 25 required)
The Exodus Cloak	Unique	0	1650	30 % chance to deflect mental damage back at attacker. +80-100 damage vs Humans. (level 18 required)
The Hammer of Nimrod	Unique	4500	1485	+125-150 Damage to mutant attacks vs Sentinels (level 13 required)
The X-Cutioner Hood	Unique	0	2145	Generate energy 50% more quickly. +80-100 damage vs Mutants. (level 20 required)
Thunderbird's Beads	Unique	5000	1650	-20% Physical Damage, Stun immunity (level 18 required)
Vindicator's Gauntlets	Unique	4000	1320	+10% experience, -20% Beam Damage (level 14 required)
Visor of Retribution	Unique	0	0	+20% Cyclops Optic damage. +5 Focus. (level 20 required/Cyclops only)
Volcano's Might	Unique	0	0	+20% damage to Magma's power attacks. +5 Body. (level 20 required/Magma only)
Winter's Fury	Unique	0	0	20% damage to Iceman's cold attacks. +5 Body. (level 20 required/Iceman only)
Wrath of the Wendigo	Unique	4000	1320	-5 Damage taken, -60% Pain (level 14 required)

BELTS

NAME	RARITY	BUY	SELL	DESCRIPTION
Basic Strike Enhancer	Common	1000	250	Striking +1
Strike Enhancer	Common	2000	500	Striking +2
Super Strike Enhancer	Common	4000	1000	Striking +4
Ultra Strike Enhancer	Common	8000	200	Striking +8
Basic Agility Enhancer	Common	1000	250	Agility +1
Agility Enhancer	Common	2000	500	Agility +2
Super Agility Enhancer	Common	4000	1000	Agility +4
Ultra Agility Enhancer	Common	8000	2000	Agility +8
Basic Body Enhancer	Common	1000	250	Body +1
Body Enhancer	Common	2000	500	Body +2
Super Body Enhancer	Common	4000	1000	Body +4
Ultra Body Enhancer	Common	8000	2000	Body +8
Basic Focus Enhancer	Common	1000	250	Focus +1
Focus Enhancer	Common	2000	500	Focus +2
Super Focus Enhancer	Common	4000	1000	Focus +4
Ultra Focus Enhancer	Common	8000	2000	Focus +8

ARMOR

NAME	RARITY	BUY	SELL	DESCRIPTION
Basic Nanofiber Armor	Common	2500	625	-5 damage taken
Nanofiber Armor	Common	5000	1250	-8 damage taken
Super Nanofiber Armor	Common	7500	1875	-10 damage taken
Ultra Nanofiber Armor	Common	10,000	2500	-13 damage taken
Basic Harmonic Deflector	Common	500	125	+10% chance to reflect 15-18 Beam Damage
Harmonic Deflector	Common	1000	250	+20% chance to reflect 50-63 Beam Damage
Super Harmonic Deflector	Common	1500	375	+30% chance to reflect 125-150 Beam Damage
Ultra Harmonic Deflector	Common	2000	500	+40% chance to reflect 175-215 Beam Damage
Basic Psionic Deflector	Common	500	125	+10% chance to reflect 15-18 Psionic Damage
Psionic Deflector	Common	1000	250	+20% chance to reflect 50-63 Psionic Damage
Super Psionic Deflector	Common	1500	375	+30% chance to reflect 125-150 Psionic Damage
Ultra Psionic Deflector	Common	2000	500	+40% chance to reflect 175-215 Psionic Damage
Basic Electron Deflector	Common	500	125	+10% chance to reflect 15-18 Electrical Damage
Electron Deflector	Common	1000	250	+20% chance to reflect 50-63 Electrical Damage
Super Electron Deflector	Common	1500	375	+30% chance to reflect 125-150 Electrical Damage
Ultra Electron Deflector	Common	2000	500	+40% chance to reflect 175-215 Electrical Damage
Basic Elemental Deflector	Common	500	125	+10% chance to reflect 15-18 Elemental Damage
Elemental Deflector	Common	1000	250	+20% chance to reflect 50-63 Elemental Damage
Super Elemental Deflector	Common	1500	375	+30% chance to reflect 125-150 Elemental Damage
Ultra Elemental Deflector	Common	2000	500	+40% chance to reflect 175-215 Elemental Damage
Basic Inertial Dampener	Common	1000	125	-20% knockback
Inertial Dampener	Common	2000	500	-40% knockback
Super Inertial Dampener	Common	4000	1250	-60% knockback
Ultra Inertial Dampener	Common	8000	2000	-80% knockback
Basic Inertial Deflector	Rare	500	125	+10% chance to reflect 15-18 Punch/Kick Damage
Inertial Deflector	Rare	1000	250	+20% chance to reflect 50-63 Punch/Kick Damage
Super Inertial Deflector	Rare	1500	375	+30% chance to reflect 125-150 Punch/Kick Damage
Ultra Inertial Deflector	Rare	2000	500	+40% chance to reflect 175-215 Punch/Kick Damage



COLLECTIONS

There are a ton of special items hidden throughout *X-Men Legends*. These include Comics that provide stat boosts for the X-Men, Sketch Books that unlock concept art created during the game's design process, and Danger Room Discs that unlock Danger Room courses at the Xavier Institute. These items can be anywhere. Specifics are provided within the walk-through, but use the following as a heads up on which levels contain these special items.

COMICS

Comics are a major find. Each comic provides multiple increases to one X-Man's basic attributes. The boost remains in effect for the remainder of the game. View comics in the Xavier Institute's library between missions.

NAME	LEVEL
Wolverine	New York City Streets
Cyclops	HAARP Facility
Iceman	HAARP Facility
Storm	Old Sewers
Beast	USS Arbiter
Magma	PS2 & NGC - Magma's Second Test Xbox - New York City Streets
Jubilee	Nuke Plant
Rogue	Xavier Institute
Emma Frost	Astral Plane
Jean Grey	Astral Plane
Gambit	Old Sewers II
Colossus	PS2 & NGC - Muir Island
Nightcrawler	PS2 & NGC only - Sentinel Flashback

SKETCH BOOKS

Sketch Books don't have any bonuses tied to them, but they do unlock some of the incredible concept art from the game's design process. Check them out in Colossus' room in the Xavier Institute between missions to see how the game evolved over time.

NAME	LEVEL
HAARP Soldier 1	HAARP Facility
HAARP Soldier 2	HAARP Facility
Morlock Tunnels	Old Sewers
Rogue Gambit	Old Sewers
Sentinels	USS Arbiter
Arbiter	USS Arbiter
Sewers Healer	Nuke Plant
Jubilee	Muir Island
Spider Sentinel	New York City Riots
Trio One	Xavier Institute
Weapon X Lab	Weapon X Facility
Morlocks	Old Sewers II
HAARP Interior	Mount
Early Alison	PS2 & NGC - Magma's Second Test Xbox - New York City Streets
Asteroid M	Xavier Institute
HAARP and Ice Tunnels	Old Sewers III
Hive Factory	Sentinel Factory
Mansion Sketches	Sentinel Factory
Hive Labs	Xavier Institute

DANGER ROOM DISCS

Danger Room Discs are used to unlock Danger Room courses at the Xavier Institute. Run the courses to gain additional experience points and some of the best equipment in the game. If any discs are missed throughout the adventure, check in with the Healer at an Xtraction Point and they may be up for sale.

NAME	LOCATION
Teamwork 101	New York City Streets
Teamwork 102	Xavier Institute
Combined Powers 101	HAARP Facility
Challenge - Beast	HAARP Facility
Combined Powers 102	HAARP Facility
Qualifying Exam 100	HAARP Facility
Protect 202	Xavier Institute
Defend 202	Nightcrawler's Sentinel Flashback
Challenge - Cyclops	Beast's Juggernaut Flashback
Focus 201	Old Sewers
Focus 202	Old Sewers
Challenge - Rogue	Old Sewers
Qualifying Exam 200	USS Arbiter
Survival 302	Wolverine's Weapon X Flashback
Challenge - Wolverine	Wolverine's Weapon X Flashback
Assault 301	Nuke Plant
Challenge - Storm	Nuke Plant
Assault 302	Nuke Plant
Challenge - Iceman	Xavier Institute
Challenge - Phoenix	Astral Plane
Qualifying Exam 300	Astral Plane
Sabotage 402	Weapon X Facility
Challenge - Nightcrawler	Weapon X Facility
Focus 401	Weapon X Facility
Focus 402	Old Sewers II
Challenge - Colossus	Old Sewers II
Graduation Exam 400	Old Sewers II
Challenge - Magma	Mount
Survival 501	Muir Island II
Survival 502	New York City Riots
Challenge - Jubilee	New York City Riots
Sabotage 501	Old Sewers III
Challenge - Gambit	Old Sewers III
Protect 601	Astral Plane II
Challenge - Emma Frost	Astral Plane II
Qualifying Exam 500	Sentinel Factory
Focus 601	Sentinel Factory
Nightmare - Wolverine	Sentinel Factory
Nightmare - Cyclops	Astral Plane III
Nightmare - Phoenix	Xavier Institute
Nightmare - Colossus	Asteroid M
Challenge - Psylocke	Asteroid M
Challenge - Legends	Asteroid M

DANGER ROOM

The Danger Room is a great place to earn unique, character-specific items and extra experience points. It has courses that are found on Danger Room Discs collected in different areas. Not all courses are immediately available. The entire system is set up like a school with six grade levels: Freshman, Sophomore, Junior, Senior, X-Man, and Legend. In order to unlock a new grade level, the Exam for the current level must be found and completed.

DANGEROUS PURCHASE

Miss a disc? Don't worry. The X-Men can't return to a level that's been beaten, but missed discs can be purchased from the Healer later in the game. Regular discs can be purchased easily from the healer, but Challenge discs require taking a chance with the Grab Bag.

Each time a course is beaten, the student earns credits along with any items and experience that were collected in the Danger Room. Each course requires a certain amount of credits to play. Credits aren't spent when a course is taken, but the total number of credits earned must be as much as or higher than the number required. Some of the courses reward the student with items rather than credits. These items can't be purchased or found anywhere else.

Students can also earn Extra Credits in most courses. There are as many as four Extra Credits per course. These include:

Efficiency	Succeed with time left over
Demolitionist	Use many power combos
Tactician	Use all heroes equally
Untouchable	Take very little or no damage

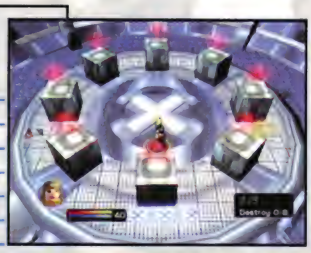
It isn't easy to earn extra credit, but it allows students to skip a tough course if there's one that's really driving the student nuts. Courses can be repeated infinitely to earn additional experience and credits. Item rewards are a one time deal.

FRESHMAN COURSES

The Freshman Courses are primarily basic combo tutorials and they provide an opportunity to learn how to use the "Call Allies" button. The Moves 106—Throw course is an excellent opportunity to get off to a good start. Spend some time just fighting the robots to build Magma's level. If you're really patient, consider taking her as far as level 10. It'll make the first few missions a breeze and get the X-Men enough skill points to make things interesting.

SETTING 101—HIDDEN GOODS

GRADE: Freshman
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 1
TIME LIMIT: 0:30
OBJECTIVE: Destroy all crates
EXTRA CREDITS: Efficiency
REWARD: 1 Credit



This is a simple course. The crates can be destroyed with little effort. Punch and kick them and pick up any objects that appear.

SETTING 102—THROWING

GRADE: Freshman
CREDITS REQUIRED: 1
RECOMMENDED LEVEL: 1
TIME LIMIT: 0:30
OBJECTIVE: Execute a pickup and throw move 5 times
EXTRA CREDITS: Efficiency
REWARD: 1 Credit

Grab the crates and toss them against the wall. Throw them all into the same area so it's easy to collect any items that drop.

MOVES 101—TRIPLE HIT

GRADE: Freshman
CREDITS REQUIRED: 1
RECOMMENDED LEVEL: 2
TIME LIMIT: 1:00
OBJECTIVE: Strike enemies with the Triple Hit 3 times.
EXTRA CREDITS: Efficiency & Untouchable

Use the basic three punch combo. Enemies are dispatched at the end of the combo even if they block. The enemies can only be defeated with the basic Triple Hit attack. Other attacks cause damage, but the bots are essentially invincible to all but the specified combo. Get the Untouchable extra credit by running sideways around the enemies as they appear, then rush and attack after they fire off an energy bolt.

MOVES 102—KNOCKBACK

GRADE: Freshman
CREDITS REQUIRED: 2
RECOMMENDED LEVEL: 2
TIME LIMIT: 1:00
OBJECTIVE: Strike enemies with the Knockback Attack 3 times.
EXTRA CREDITS: Efficiency & Untouchable
REWARD: 2 Credits

Strike down the enemies with two slam attacks as they appear. The enemies can only be defeated with the Knockback Attack even though other attacks may seem to cause damage. Dodge the energy bolts as enemies appear to pick up the Untouchable extra credit.

MOVES 103—POPUP

GRADE: Freshman
CREDITS REQUIRED: 2
RECOMMENDED LEVEL: 2
TIME LIMIT: 1:00
OBJECTIVE: Strike enemies with the Popup Attack 4 times
EXTRA CREDITS: Efficiency & Untouchable
REWARD: 2 Credits

Defeat the enemies with two punches and a slam. The Popup Attack is the only combo capable of beating the robots. Other attacks appear to cause damage, but the enemies have no health bars, so they're impervious to everything but the Popup Attack.

MOVES 104—TRIP

GRADE: Freshman
CREDITS REQUIRED: 4
RECOMMENDED LEVEL: 3
TIME LIMIT: 2:00
OBJECTIVE: Strike enemies with the Trip Maneuver 5 times.
EXTRA CREDITS: Efficiency & Untouchable
REWARD: 3 Credits

Beat these robots with a punch, slam, and a punch. The Trip Maneuver is the only attack that can defeat the enemies. This is the first training exercise in which Magma must face two enemies at the same time. Separate them with throws or the two slams Knockback Attack and it's easier to get the Untouchable extra credit.

MOVES 105—STUN

GRADE: Freshman
CREDITS REQUIRED: 4
RECOMMENDED LEVEL: 3
TIME LIMIT: 2:00
OBJECTIVE: Strike enemies with the Stunning Blow 6 times.
EXTRA CREDITS: Efficiency & Untouchable
REWARD: 3 Credits

This time the robots can only be defeated with a slam, punch, and two more slams, the Stunning Blow attack. Magma faces two robots at the same time for this exercise. The combo is long, so it's more important to separate the robots with throws and Knockback Attacks when attempting to get the Untouchable extra credit.

MOVES 106—THROW

GRADE: Freshman
CREDITS REQUIRED: 4
RECOMMENDED LEVEL: 3
TIME LIMIT: 2:00
OBJECTIVE: Throw an enemy 7 times,
EXTRA CREDITS: Efficiency & Untouchable
REWARD: 3 Credits

Grab and throw enemies to complete this course. Practice throwing enemies into each other to avoid being overwhelmed and get the Untouchable extra credit. This is the first exercise where the enemies have health bars and can be defeated with other attacks. It's a great place to get enough experience for Magma to gain several levels. Spend time practicing the various combos learned up to this point. It shouldn't take long to get Magma to level 5 or more. Remember that other characters in the party also gain experience as Magma trains in the Danger Room, so earning extra experience benefits all of the X-Men.

TEAMWORK 101

GRADE: Freshman
CREDITS REQUIRED: 9
RECOMMENDED LEVEL: 4
TIME LIMIT: 2:00
OBJECTIVE: Call for help from allies 10 times.
EXTRA CREDITS: All
REWARD: 4 Credits

Use the call for help button 10 times while fighting enemies. It isn't necessary to perform combo attacks. Just target enemies and quickly hit the "Call Allies" button several times until the course objectives are completed.

TEAMWORK 102

GRADE: Freshman
CREDITS REQUIRED: 9
RECOMMENDED LEVEL: 5
TIME LIMIT: 1:00
OBJECTIVE: Call for help from allies 10 times.
EXTRA CREDITS: All
REWARD: 4 Credits

This is the same basic situation, but with as shorter time limit. Just tap the "Call Allies" button 10 times to complete the objective.

COMBINED POWERS 101

GRADE: Freshman
CREDITS REQUIRED: 14
RECOMMENDED LEVEL: 6
TIME LIMIT: 4:00
OBJECTIVE: Execute 5 power combinations.
EXTRA CREDITS: All
REWARD: 5 Credits

Complete the objective by calling for help while using a special attack. This objective is easier to meet if you control Cyclops and call on the others for assistance. Use Optic Beam while pressing the "Call Allies" button. With the proper timing, another character uses a special attack and the game registers a combo. If it isn't working, try hitting the "Call Allies" button just slightly before launching the Optic Beam.

COMBINED POWERS 102

GRADE: Freshman
CREDITS REQUIRED: 14
RECOMMENDED LEVEL: 7
TIME LIMIT: 4:00
OBJECTIVE: Execute 7 power combinations.
EXTRA CREDITS: All
REWARD: 5 Credits

This is the same basic drill as Combined Powers 101. Call for help while using a special attack to execute a combo. Remember to use Cyclops to make it a bit easier.

QUALIFYING EXAM 100

GRADE: Freshman
CREDITS REQUIRED: 28
RECOMMENDED LEVEL: 8
TIME LIMIT: 3:00
OBJECTIVE: Find and destroy the four generators.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: Grade Complete (Sophomore Unlocked)

Ignore the enemies and look for the generators on the outside of the tiny arena. There's one on each side and they're clearly marked on the map. Attack each Generator with Wolverine's Brutal Slash to destroy it quickly. This is a good opportunity to pick up some extra experience points since the time limit is very generous.

SOPHOMORE

The courses get more challenging as the sophomore year begins. These exercises place the X-Men in unusual situations where they must be defensive rather than aggressive. It also teaches students to pay attention to what enemies comprise large groups and to look for the weaknesses/strength.

PROTECT 201

GRADE: Sophomore
CREDITS REQUIRED: 28
RECOMMENDED LEVEL: 8
TIME LIMIT: 2:00
OBJECTIVE: Protect all vents.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 2 Credits

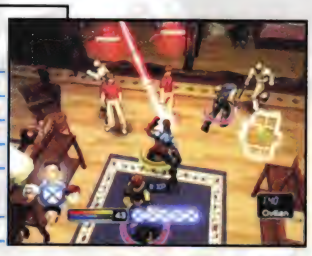
Stay near the center of the rooftop and destroy the barrels and boxes to clear the path of obstacles. Watch for enemies to enter and quickly blast them. Call for help with each attack. It helps to have Jean Grey, Cyclops and Storm on the team. Their area attacks: Psychic Shout, Optic Sweep and Lightning Strike may eliminate several enemies at the same time. If Wolverine is in the party, use Feral Rage to speed up his attacks and movement speed.

DEFEND 202

GRADE: Sophomore
CREDITS REQUIRED: 38
RECOMMENDED LEVEL: 11
TIME LIMIT: 2:00
OBJECTIVE: Defend civilian and protect 2 vehicles.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 3 Credits

Stay near the civilian. From the civilian's position it's easy to protect the two cars closest to that spot. Use someone with a ranged attack and pick enemies off from a distance. Switch X-Men whenever a character runs out of energy and continue the ranged defense.

DEFEND 201



GRADE: Sophomore
CREDITS REQUIRED: 28
RECOMMENDED LEVEL: 9
TIME LIMIT: 2:00
OBJECTIVE: Defend the civilians for two minutes.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 2 Credits

Begin by locating the two civilians. They start in random locations, but are usually in one of the four rooms. Destroy the walls if necessary, but corral them together and into a corner to make them easier to defend. Stay between them and the enemies and attack the bad guys as they draw near.

FOCUS 201

GRADE: Sophomore
CREDITS REQUIRED: 38
RECOMMENDED LEVEL: 12
TIME LIMIT: 3:00
OBJECTIVE: Defeat the Morlock Goth 4 times.
EXTRA CREDITS: All
REWARD: 4 Credits

Look for the shadowy Morlock Goth in the back of the pack. Target the enemy and call for help to quickly eliminate it. Repeat the action four times and the mission is won.

PROTECT 202

GRADE: Sophomore
CREDITS REQUIRED: 34
RECOMMENDED LEVEL: 10
TIME LIMIT: 2:00
OBJECTIVE: Defend the civilian and computers for two minutes.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 3 Credits

Find the civilian and force him to stand between the two computers in the center of the room. Take control of someone with a ranged attack and stand near the civilian. Switch to another X-Man if the controlled character's energy runs out.

FOCUS 202

GRADE: Sophomore
CREDITS REQUIRED: 40
RECOMMENDED LEVEL: 13
TIME LIMIT: 2:00
OBJECTIVE: Defeat the Morlock Goth 6 times.
EXTRA CREDITS: All
REWARD: 5 Credits

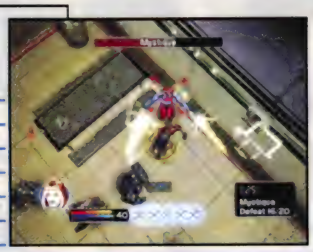
This is the same drill, but there's less time and more Morlock Goths to defeat. Teamwork is more essential. Perform combos to eliminate the Morlock Goth with a single strike.

QUALIFYING EXAM 200

GRADE: Sophomore
CREDITS REQUIRED: 43
RECOMMENDED LEVEL: 14
TIME LIMIT: 2:00
OBJECTIVE: Defend crewman and protect four computers.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: Grade Complete (Junior Unlocked)

Force the crewman to move from the center of the room to where he's standing next to a bank of computers. It's much easier to defend two positions rather than three. Stay near the crewman primarily, but run over and clear enemies from the opposite side of the room whenever there's a small break in the action. Stay as close to the center as possible when checking both sides and use at least three characters with ranged attacks. Brawlers are just too slow, but having one in the party is helpful when the uncontrolled X-Men begin punching and kicking enemies. Keep switching characters as they run low on energy, so you can keep blasting.

CHALLENGE—ROGUE



GRADE: Sophomore
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 10
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies and Mystique.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Gauntlets of Wrath

Use the Southern Smash over and over. Get into a corner and let the enemies come to Rogue. Her attack can level three or four enemies at a time. The same goes for Mystique. Don't let the presence of a boss bother you. She's much easier at level 10 than she was at level 2 or 3. Remember that energy isn't a factor in this challenge, so use Rogue's Mutant Powers as much as possible.

CHALLENGE—BEAST

GRADE: Sophomore
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 8
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Bands of the Beast

Beast has unlimited energy, so use his Mutant Powers to their fullest. Curl into a ball and Pinball off of opponents until they're defeated. Just hold down the action buttons and keep rolling, since energy isn't a factor. Use the Propeller Kick if he becomes surrounded and is having a hard time rolling.

CHALLENGE—CYCLOPS

GRADE: Sophomore
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 12
TIME LIMIT: 2:00
OBJECTIVE: Defeat 2 Sentinels.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Visor of Retribution

Stay away from the Sentinels. Get back and shoot them with Optic Beam over and over. Beware of grenades thrown by the Sentinels. Move away when one appears and continue the attack. It shouldn't take long to win the fight, but be careful when the first Sentinel falls. The second may appear right next to Cyclops, which can make things trickier.

JUNIOR

The Junior year focuses more on attacking and puts the X-Men in situations where they're badly outnumbered and at a real disadvantage. Learn when to attack and when to run along with how to control the flow of a battle. Assault 302 is an excellent course for gaining extra levels quickly.

COMBINED POWERS 301

GRADE: Junior
CREDITS REQUIRED: 43
RECOMMENDED LEVEL: 15
TIME LIMIT: 2:00
OBJECTIVE: Execute 5 power combinations.
EXTRA CREDITS: All
REWARD: 2 Credits

This is similar to the Freshman teamwork drills, but now the team must actually perform combos. Use Cyclops and call for help while using Optic Beam. Try pressing the "Call Allies" button just before attacking if the combos don't seem to be hitting properly. Keep the rest of the team close enough to assist.

COMBINED POWERS 302

GRADE: Junior
CREDITS REQUIRED: 43
RECOMMENDED LEVEL: 15
TIME LIMIT: 2:00
OBJECTIVE: Execute 7 power combinations.
EXTRA CREDITS: All
REWARD: 2 Credits

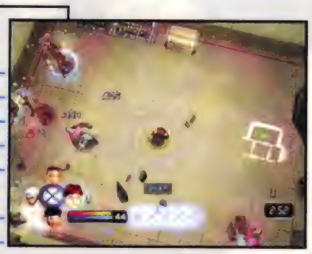
This is the same drill as 301, but with a stiffer requirement. Try Cyclops, Storm, Jean Grey, and Iceman on the same team if the combos aren't happening. Four blasters are almost certain to be effective. Take on these challenges around the recommended level because they become more difficult as the X-Men gain levels. The enemies succumb too quickly and timing must be more precise.

SURVIVAL 301

GRADE: Junior
CREDITS REQUIRED: 45
RECOMMENDED LEVEL: 16
TIME LIMIT: 2:00
OBJECTIVE: Survive for 2:00
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 3 Credits

Take Wolverine along for this exercise. His regenerative powers make survival much easier without burning through Health Packs. Bust through the walls and get out of the center. Stay on the outside and attack the enemies in the middle. It also helps to have Jean Grey or Emma Frost along to help control enemies with stun or fear attacks.

SURVIVAL 302



GRADE: Junior
CREDITS REQUIRED: 49
RECOMMENDED LEVEL: 17
TIME LIMIT: 3:00
OBJECTIVE: Survive for 3:00.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 3 Credits

This is the same as the 301 course, but there are a few tougher enemies around. Keep Wolverine on the team and just back off and heal whenever necessary. Run around and avoid fighting if time is running out and the team is decimated. This is an excellent exercise for earning extra experience. Jean Grey can stand in the center of the arena and decimate the enemies with Psychic Shout. Other area attacks also work well, but beware of the energy resistance provided by the Weapon X Officers.

ASSAULT 301

GRADE: Junior
CREDITS REQUIRED: 50
RECOMMENDED LEVEL: 18
TIME LIMIT: 2:00
OBJECTIVE: Defeat 30 enemies.
EXTRA CREDITS: All
REWARD: 4 Credits

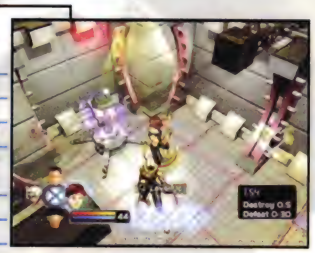
Use Cyclops and Wolverine with a two good support characters like Gambit and Iceman, or Storm and Jean Grey. Use combos to eliminate enemies quickly and take advantage of any Mutant Powers that boost attack or defensive stats.

ASSAULT 302

GRADE: Junior
CREDITS REQUIRED: 55
RECOMMENDED LEVEL: 19
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies.
EXTRA CREDITS: All
REWARD: 5 Credits

This is essentially the same exercise as 301, but with much more challenging enemies. Take a party such as Wolverine, Storm, Jean Grey, and Cyclops. The goal is to have a variety of damage types. The simulation includes Acolyte Warriors that resist physical damage, Acolytes that resist energy damage, and Acolyte Masters that resist mental damage. Call for help whenever the character you're controlling comes face-to-face with an enemy that resists the damage that character causes.

QUALIFYING EXAM 300



GRADE: Junior
CREDITS REQUIRED: 57
RECOMMENDED LEVEL: 20
TIME LIMIT: 2:00
OBJECTIVE: Defeat 30 enemies and destroy all teleporters.
EXTRA CREDITS: All
REWARD: Grade Complete (Senior Unlocked)

Look for the teleporters first. There are five of them and they're clearly marked on the map. Use a Mutant Power to destroy them quickly. Once the teleporters are eliminated, go to the center of the area and let the enemies filter into the room. The Weapon X Officers provide energy resistance to the other soldiers, so characters like Storm, Cyclops, Jubilee, and Gambit with energy attacks may not be as useful. Wolverine, Colossus, Magma, and Jean Grey make an excellent team for this exercise once they're all available.

CHALLENGE—WOLVERINE

GRADE: Junior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 15
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies and the Director.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Claws of Rage

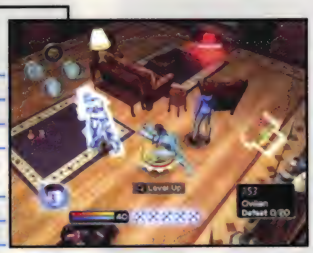
Wolverine has unlimited energy in this scenario, so use his Mutant Powers exclusively. Use Feral Rage to increase his defense and speed, then begin hunting for the Director. He isn't hard to find since he's the only one not carrying an energy blade or a gun. Defeat him first, then target the other enemies. Watch his health carefully. Even though he can regenerate health, it's unlikely he'll have the opportunity.

CHALLENGE—STORM

GRADE: Junior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 17
TIME LIMIT: 2:00
OBJECTIVE: Defeat 10 enemies and Marrow.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Goddess Medallion

Use Lightning Strike to attack and Storm Shield to defend if possible. The ten enemies should fall quickly, but Marrow will be a challenge for Storm. Stay back and bombard her with Lightning Strikes. Whirlwind is essentially useless against Marrow. Don't try to go toe-to-toe in this case since Marrow has a huge advantage at melee. Storm's energy is unlimited. Fire away constantly and back off to heal. Keep Storm Shield up to help Storm survive.

CHALLENGE—ICEMAN



GRADE: Junior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 18
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies, defend the civilians, and survive for 2 minutes.
EXTRA CREDITS: Untouchable
REWARD: Winter's Fury

Iceman isn't as naturally adept at fighting, so holding off a large number of soldiers for two minutes isn't easy. Quickly locate the civilians and destroy the walls near them. Corral the civilians into one corner, so Iceman can stand with his back to them and fight off enemies as they approach. Use a combination of Freeze Blast and Ice Shards to pick enemies apart. Iceman has unlimited energy, so fire constantly. Switch to punches if enemies get too close to the civilians. Watch Iceman's health closely. Ice Armor can help keep him in the battle, but be ready to heal. Don't fret if this one doesn't go well. Just leave it and come back when Iceman has gained another level or two.

SENIOR

The Senior courses are a nice mixture of the defense and assault skills. Be ready for some difficult challenges as Nightcrawler and Jean Grey are forced to get offensive. Look no further than Graduation Exam 400 if you're looking for easy experience points. The Astral creatures provide large chunks of experience and defending Professor X is easy when the statues are left alone.

PROTECT 401

GRADE: Senior
CREDITS REQUIRED: 57
RECOMMENDED LEVEL: 20
TIME LIMIT: 2:00
OBJECTIVE: Protect all statues.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 2 Credits

Bring Emma Frost and Jean Grey along for this challenge. Emma's ability to control the enemies is extremely beneficial. The Astral creatures can't destroy the statues if they're unable to move and attack. Stay in the center courtyard and run around the perimeter. Attack through the walls with Jean Grey's Psychic Shout, or a similar area attack that can pass through the walls. Watch for creatures to appear on the high ledges above the statues. They can stand back and fire outside of view. Get close to the walls to ensure the attacks eliminate them as well.

PROTECT 402

GRADE: Senior
CREDITS REQUIRED: 57
RECOMMENDED LEVEL: 21
TIME LIMIT: 3:00
OBJECTIVE: Protect all statues.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 2 Credits

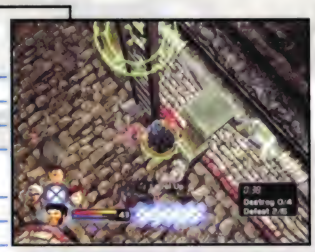
This is the same as the 401 version, but it lasts a minute longer. Take a party of all blasters: Jean Grey, Emma White, Storm, and Cyclops are a good team. Stay in the courtyard and use area attacks to hit enemies through the walls. Rotate around the courtyard quickly and look for monsters on the high ledges above the statues. Switch characters quickly if one runs out of energy.

SABOTAGE 401

GRADE: Senior
CREDITS REQUIRED: 59
RECOMMENDED LEVEL: 22
TIME LIMIT: 1:00
OBJECTIVE: Defeat 10 enemies and destroy all ladders.
EXTRA CREDITS: All
REWARD: 3 Credits

Wolverine is a key to this mission. Use Feral Rage to speed up his movement, or equip someone with a Muscle Accelerator. Target the four ladders first. Bust through the walls to reach them if necessary, but don't allow the enemies to trap the team in a room. Switch characters when the ladders are gone and use someone with a powerful area attack to quickly finish off ten opponents.

SABOTAGE 402



GRADE: Senior
CREDITS REQUIRED: 61
RECOMMENDED LEVEL: 23
TIME LIMIT: 0:45
OBJECTIVE: Defeat 15 enemies and destroy all ladders.
EXTRA CREDITS: All
REWARD: 4 Credits

This course is essentially the same a 401. Use Wolverine or someone with a Muscle Accelerator and quickly eliminate the ladders. Switch to the enemies and use Mutant Powers to quickly defeat Morlocks. Call for help when attacking to speed things up and use area attacks rather than those that focus on a single enemy.

FOCUS 401

GRADE: Senior
CREDITS REQUIRED: 66
RECOMMENDED LEVEL: 24
TIME LIMIT: 1:30
OBJECTIVE: Defeat 5 enemies and the Astral Fiend 2 times.
EXTRA CREDITS: All
REWARD: 5 Credits

Look for the large Astral Fiends right away. Target them with teamwork combos to defeat them quickly. The combos should also eliminate the other five enemies required to finish the course. Area attacks make quick work of this challenge.

FOCUS 402

GRADE: Senior
CREDITS REQUIRED: 70
RECOMMENDED LEVEL: 25
TIME LIMIT: 1:00
OBJECTIVE: Defeat 10 enemies and the Astral Fiend 2 times.
EXTRA CREDITS: All
REWARD: 6 Credits

This is exactly the same as 401, but with a shorter time limit and bigger number to reach. The same strategy applies. Target the Astral Fiends and call for support. The combined attacks should easily defeat the Astral Fiends and their allies.

GRADUATION EXAM 400

GRADE: Senior
CREDITS REQUIRED: 75
RECOMMENDED LEVEL: 25
TIME LIMIT: 2:00
OBJECTIVE: Defeat 25 enemies, an Astral Shadow 5 times, An Astral Fury 5 times, defend Professor X, and destroy all statues.
EXTRA CREDITS: All
REWARD: Grade Complete (X-Man Unlocked)

The objective for this exam can seem overwhelming, but it's easier than it sounds. Ignore the fact that five Astral Shadows and Astral Furys must be defeated. Enough of them fall as the X-Men defend Professor X that it shouldn't be a concern. The real challenge is taking down the statues while keeping Professor X safe. Take Emma Frost, Jean Grey, Cyclops, and a good brawler along for the battle. Find Professor X quickly. Stun or convert the creatures around him. Switch to Cyclops and target one of the statues around the perimeter. Don't go far. Just shoot it and get back. Stun or convert the creatures again and eliminate a second statue. Keep repeating the pattern until all the statues are gone. Blast the enemies with Jean Grey's Psychic Shout. If that doesn't work, try pushing Professor X around the area with the party. He can be forced to walk the perimeter, which makes it easy to defend him.

CHALLENGE—PHOENIX

GRADE: Senior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 20
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Mantle of the Phoenix

This is easier after you've built up Jean Grey's Psychic Shout. If not, it may be necessary to wait a few levels to complete this course. Jean's Psionic Strikes are strong enough to defeat these enemies, but nothing compares to a few blasts of Psychic Shout. Use Telekinetic Shield if she's forced to go toe-to-toe with enemies and she'll do much better. Remember that Jean has unlimited energy for this challenge, so don't worry about exhausting her supply.

CHALLENGE—NIGHTCRAWLER

GRADE: Senior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 22
TIME LIMIT: 2:00
OBJECTIVE: Defeat Toad.
EXTRA CREDITS: Untouchable and Efficiency
REWARD: Agility of the Acrobat

Nightcrawler must defeat a few Acolytes before Toad appears. The two Acolytes should fall easily to Teleport Leaps, but the Acolyte Warrior resists the attack. Equip Nightcrawler with an item that adds elemental damage or a bleed to physical attacks. Otherwise, it takes too long to defeat the enemy. Use Teleport Leap to pummel Toad into submission once he appears. Toad jumps around often, so expect to miss frequently. Stick to it and he'll fall in a matter of seconds.

CHALLENGE—MAGMA

GRADE: Senior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 23
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies.
EXTRA CREDITS: Untouchable and Efficiency
REWARD: Volcano's Might

Use Magma's Fiery Form to keep in the battle against this horde of enemies. Ignore the Sentinel as much as possible and focus on the weaker enemies. She should be able to punch through them quickly, but Lava Fissure can buy her a bit of breathing room if necessary.

CHALLENGE—COLOSSUS

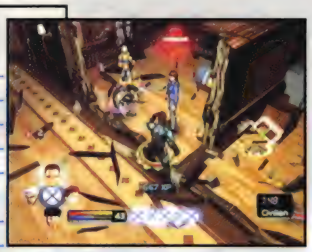
GRADE: Senior
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 24
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies and Pyro while destroying all alarm boxes.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Soul of the Gladiator

This is challenging. Use Steel Skin to protect Colossus from most of the attacks, but the GRSO Skirmishers use energy weapons that cut right through that steel skin. Eliminate them quickly when they appear. Start off by eliminating Pyro. Use Power Smash to single him out and defeat him with a few blows. Concussion Slam may work better against the other enemies. Once Pyro is down, quickly begin looking for the alarm boxes. There are two in the vehicle bay and one in each of the offices above. Use the Power Smash to destroy the alarm boxes, since punches take far too long. When the alarms are gone finish up by defeating enemies until the twenty enemy goal is met.

X-MAN

The X-Man courses challenge new recruits to prove they're ready for action. Show that you know how to use your mind and muscles in some of the most challenging scenarios yet. Look to Assault 502 if quick experience is a must.

DEFEND 501



GRADE: X-Man
CREDITS REQUIRED: 70
RECOMMENDED LEVEL: 24
TIME LIMIT: 2:00
OBJECTIVE: Defend the civilians.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 2 Credits

This is similar to earlier courses, but against some challenging enemies. Begin by destroying the walls around the two civilians, then drive them back onto a corner so they're easier to defend. Stand near the civilians and blast enemies as they approach. The civilians automatically run from grenades, so keep an eye on them. They may not be where you left them.

ASSAULT 501

GRADE: X-Man
CREDITS REQUIRED: 70
RECOMMENDED LEVEL: 24
TIME LIMIT: 3:00
OBJECTIVE: Defeat 25 enemies.
EXTRA CREDITS: All
REWARD: 3 Credits

Take Jean Grey and Storm along for this course. Use their area attacks to wipe out groups of enemies. Stay on the move though to prevent them from being hit by ranged attacks. Add a scrapper or two to the team to support the blasters. If one X-Man runs out of energy, switch to the second blaster and keep fighting.

ASSAULT 502

GRADE: X-Man
CREDITS REQUIRED: 74
RECOMMENDED LEVEL: 25
TIME LIMIT: 3:00
OBJECTIVE: Defeat 25 enemies.
EXTRA CREDITS: All
REWARD: 3 Credits

This is the same as Assault 501 except for the addition of a few tougher enemies. Stick to the same strategy. To rake in huge experience target the Astral Fury for 117,987 experience points per enemy. Repeat this course over and over and the X-Men will gain levels quickly.

SURVIVAL 501

GRADE: X-Man
CREDITS REQUIRED: 79
RECOMMENDED LEVEL: 26
TIME LIMIT: 3:00
OBJECTIVE: Survive for 3:00.
EXTRA CREDITS: Demolitionist, Tactician, and Efficiency
REWARD: 4 Credits

Take Wolverine, Emma Frost, Jean Grey, and another character along for this course. Use Jean's area attacks to wipe out groups of enemies. When she runs out of energy switch to Emma and take control of the enemies, or make them flee in terror. Wolverine and another character can wipe out the rest of the enemies while the ladies control the crowd.

SURVIVAL 502

GRADE: X-Man
CREDITS REQUIRED: 80
RECOMMENDED LEVEL: 27
TIME LIMIT: 3:00
OBJECTIVE: Survive for 3:00
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: 4 Credits

Take a variety of powers for this course. Look for someone that causes Psychic Damage, a Physical Damage fighter, and an Energy Damage fighter. Colossus is a good choice, because of his high defense. Stick to the middle and wipe out the enemies as they approach. Call for help whenever enemies appear that are resistant to the controlled character's attacks.

SABOTAGE 501

GRADE: X-Man
CREDITS REQUIRED: 86
RECOMMENDED LEVEL: 28
TIME LIMIT: 1:00
OBJECTIVE: Destroy all alarm boxes.
EXTRA CREDITS: All
REWARD: 5 Credits

Ignore the enemies. Quickly destroy the two alarm boxes on in the vehicle bay, then run upstairs and dismantle the alarm box in each of the rooms above. If there's time, consider defeating a few GRSO Soldiers before destroying the last of the boxes.

QUALIFYING EXAM 500

GRADE: X-Man
CREDITS REQUIRED: 91
RECOMMENDED LEVEL: 29
TIME LIMIT: 3:00
OBJECTIVE: Survive for 3:00 without letting the danger level exceed 10:00.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: Grade Complete (Legend Unlocked)

Take Cyclops and Storm along for this mission. Their welding abilities are essential to success. Also take a few good scrappers to defeat enemy soldiers quickly and set their A.I. to aggressive. Look for three leaks in the hall on the upper level. Run back and forth in this area while controlling Cyclops or Storm and weld he leaks shut. They only stay shut for a few seconds, so be vigilant. Let the other characters deal with most of the enemies running around and only take shots at them when there are no leaks open. Have plenty of Health and Energy Packs on hand; they'll be needed. This strategy cuts it close, but the danger level should stay just low enough for the X-Men to pass.

CHALLENGE—JUBILEE

GRADE: X-Man
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 25
TIME LIMIT: 2:00
OBJECTIVE: Defeat 50 enemies and destroy all generators.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Hypnotic Skyburst

This isn't an easy task for Jubilee. She lacks a good defensive power or a concentrated attack. Take plenty of Health Packs into the challenge. Start off by destroying the generators. There's one on each side. Go to the center and use Bait and Photo Flash to confuse enemies and lower their attacks. Back off and throw projectiles until the enemies recover. Repeat the process over and over as quickly as possible until enough enemies have been eliminated. Watch Jubilee's health carefully. She may get beaten up badly at first, but keep moving and she'll be harder to hit.

CHALLENGE—GAMBIT

GRADE: X-Man
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 27
TIME LIMIT: 2:00
OBJECTIVE: Defeat 20 enemies and Marrow's Lieutenant 4 times.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Dead Man's Hand

Use Staff Slam and Kinetic Boost in this challenge. These two combined should make completing the challenge easier. Just watch Gambit's health carefully.

CHALLENGE—EMMA FROST

GRADE: X-Man
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 28
TIME LIMIT: None
OBJECTIVE: Destroy all statues.
EXTRA CREDITS: Untouchable
REWARD: Diamond's Aura

This challenge isn't difficult if Emma Frost's Confuse and Fear powers have been properly increased to the Command and Terror levels. Use Confuse to take control of the enemies, but don't attack them. Run to a statue and use Fear or punches and kicks to destroy it. Keep the enemies under her control the entire time and the challenge will be over before you know it.

CHALLENGE—PSYLOCKE

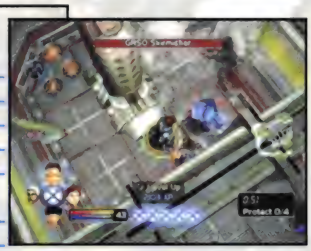
GRADE: X-Man
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 29
TIME LIMIT: 2:00
OBJECTIVE: Defeat Sabretooth and Mystique
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Heart of the Assassin

Use Psychic Defense and Psychic Slash. Single out the bosses and attack them directly with the slash. They should collapse quickly. Ignore the other enemies as much as possible, but don't ignore Psylocke's health.

LEGEND

Heroes come and heroes go. Very few bridge the gap between humanity and mutant-kind. Survive these courses and joint the honored few. Max out the X-Men and their abilities with the Legends Challenge, that can provide over 50,000,000 experience points with each battle and the incredible Mask of Xorn.

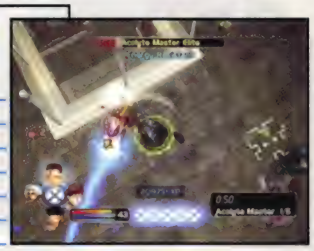
PROTECT 601



GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 30
TIME LIMIT: 1:00
OBJECTIVE: Protect all generators.
EXTRA CREDITS: Demolitionist, Tactician, and Untouchable
REWARD: None

This one isn't as challenging as it seems. Buy an Ultra Muscle Accelerator and equip it on Jean Grey. Run around the edge of the arena past the four generators and blast the enemies with Psychic Shout. The same tactic works with other characters that have a good area attack.

FOCUS 601



GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 31
TIME LIMIT: 1:00
OBJECTIVE: Defeat Acolyte Master Elite 5 times.
EXTRA CREDITS: All
REWARD: None

Bring along a good scrapper and three blasters. Quickly target the Acolyte Master Elites as they appear and call for support to perform a teamwork combo. The attacks should easily cut down the required target. Keep singling out the required enemy until the goal is met.

NIGHTMARE—WOLVERINE

GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 32
TIME LIMIT: 1:00
OBJECTIVE: Defeat Ultimate Predator 2 times.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Shi'Ar Mind Gem

There are actually a few Ultimate Predators mixed in with some Acolytes. Ignore the grunts and go for the big boy. Use Magma's Fiery Form to increase her melee damage and attack relentlessly. Don't give the Ultimate Predators any breathing room, or they'll use the Savage Rampage Xtreme Attack, which can cut Magma down very quickly.

NIGHTMARE—PHOENIX

GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 33
TIME LIMIT: 1:00
OBJECTIVE: Defeat Sun Goddess 2 times.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Shi'Ar Body Shield

This is the same drill. The Sun Goddesses use the Phoenix Force Xtreme attack. Don't let them breathe for a second. Quickly single them out and ignore the other enemies. Hit them with Rogue's Southern Strike until they submit.

NIGHTMARE—CYCLOPS

GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 34
TIME LIMIT: 1:00
OBJECTIVE: Defeat Chaos Lord 2 times.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Shi'Ar Energy Armor

This is challenging because of Nightcrawler's physical attacks. The Chaos Lords are resistant and it takes far too long to pick them apart. Find an item that adds a different type of damage to Nightcrawler's attack. The X-Cutioner Hood is perfect for the job. The extra 80-100 points of damage it causes to mutants should cut through the Chaos Lords' defenses very quickly.

NIGHTMARE—COLOSSUS

GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 35
TIME LIMIT: 1:00
OBJECTIVE: Defeat Champion of Rhodes 2 times.
EXTRA CREDITS: Efficiency and Untouchable
REWARD: Shi'Ar Battle Implants

These guys are extremely tough, but Gambit is up to the challenge. Use Staff Slam to damage both of the Champions of Rhodes. The staff causes Energy Damage, which bypasses their resistances. Have a few Energy and Health Packs on hand to refuel Gambit if necessary and avoid getting stuck in a corner.

CHALLENGE—LEGENDS

GRADE: Legend
CREDITS REQUIRED: 0
RECOMMENDED LEVEL: 35
TIME LIMIT: 5:00
OBJECTIVE: Defeat 40 enemies and Dark Pyro while destroying all generators.
EXTRA CREDITS: All
REWARD: Mask of Xorn

Take your favorite characters with area attacks. Jean Grey alone can wipe out huge groups of enemies with each attack. Look for three of the four generators at the start. The last one is at the far end of the area. Push through the enemies and rip them up with relentless combos. There are four bosses to deal with. Three of them are resistant to Mental Damage, so take along someone like Wolverine or Colossus. The odds are heavily against the X-Men, but the advantage is in the X-Men and their abilities. This is the best course for gaining extra experience at the end of the game. Sit in one of the side rooms and blast enemies as they appear. It's easy to collect around 50,000,000 experience points each time.

MULTIPLAYER

Outside of the main story there are two types of games that can be played in the Danger Room. Challenge the computer in Sparring mode, or take on your friends in a Skirmish.

SPARRING

Sparring is a unique mode that allows you to choose up to four challengers to take on as many as four champions. A challenge rating is assigned to each of the potential participants. For every character added to the list of champions, the total challenge rating rises and the rating falls for every character added to the list of challengers. The goal is to create a high challenge rating and win the battle by defeating each of the champions four times within the time limit (one minute per champion). Here are few tips:

- Pay close attention to the challenge rating. Magneto is the most difficult enemy. There's very little chance that a single hero can eliminate him five times in one minute.
- When facing tough opponents, add in a few grunts to extend the time allowed without drastically increasing the difficulty.
- Just because a character has a high challenge rating doesn't mean the character is invincible. Magneto controlled by the computer is completely different than a player-driven Magneto.
- Pay attention to resistances. Pairing Wolverine against an Acolyte Warrior and a Morlock Brute is not a good idea since both enemies are resistant to Physical Damage.

These aren't the X-Men in the story mode. Don't expect the X-Men to play like level 40 characters. They do have all of their standard powers, but at their base values. Colossus may be able to defeat a Sentinel Advance MK II with a single punch in the story, but he can't do it in this mode.

There's no such thing as an Energy or Health Pack in this mode. Don't waste too much energy on one opponent. Try to use a little bit against each enemy, or use area attacks. Opponents that drain all of a character's energy are just too tough.

COMBATANTS

The combatants available in this mode are determined by the characters that have been seen in the story mode. The only way to unlock everyone is to play through the entire game. Check back often to see just which characters have already been unlocked.

SUPERHEROES

NAME	CHALLENGE RATING	RESISTANCES
Beast	20	None
Colossus	20	None
Cyclops	20	None
Emma Frost	20	None
Gambit	20	None
Iceman	20	None
Jubilee	20	None
Magma	20	None
Nightcrawler	20	None
Jean Grey	20	None
Psylocke	20	None
Rogue	20	None
Storm	20	None
Wolverine	20	None

SUPERVILLAINS

NAME	CHALLENGE RATING	RESISTANCES
Avalanche	135	Physical
Blob	95	Physical
Havok	125	None
Juggernaut	25	Mental
Magneto	200	None
Marrow	70	Mental
Mystique	15	None
Pyro	45	Energy
Sabretooth	135	Physical
Toad	50	Energy

MINIONS OF EVIL

NAME	CHALLENGE RATING	RESISTANCES
Acolyte	85	Energy
Acolyte Adept	95	Mental
Acolyte Warrior	90	Physical
Anti-Mutant Troop	5	None
Astral Fiend	105	None
Astral Shade	105	None
Brotherhood Anarchist	45	Mental
Brotherhood Marauder	35	Energy
Brotherhood Revolutionary	50	Physical
GRSO Assault	60	None
GRSO Black Guard	155	Energy
GRSO Captain	145	Physical
GRSO Commander	125	Energy
GRSO Infiltrator	90	None
GRSO Officer	75	Mental
GRSO Skirmisher	110	None
GRSO Sniper	60	None
GRSO Soldier	60	None
Morlock Brute	50	Physical
Morlock Claw	45	Energy
Sentinel	75	Mental
Sentinel Advanced	160	Mental
Sentinel Advanced Mark II	175	Mental
Sentinel Alpha	50	Mental
Sentinel Controller	100	Mental
Sentinel Weapons Platform	140	Mental

SKIRMISH

The Skirmish mode is a great multiplayer mode that allows friends to duke it out with any of the X-Men in four different battle types.

BRAWL

Each player gets one character and is respawned when defeated. Players compete for most knock outs within a time limit. The player with the most knock outs wins.

KING OF THE HILL

Each player gets one character. There is a single power booster on the map that allows the possessor to become the King and use Xtreme powers. The player who is king the longest wins.

LAST MAN STANDING

Each player gets one character with four lives and the last player alive wins.

LAST MAN LADDER

Each player gets one character with four lives. When a player is knocked out, he or she respawns with an increased level and more powers available. The last player standing wins.

TIPS

Don't be shy about using up energy. Someone will eventually defeat you and any energy that wasn't used is wasted.

Keep moving at all times. A standing target is easy to hit.

Jump and fly to stay alive. Wolverine, Colossus, and Beast have a hard time dealing with airborne characters.

Don't underestimate characters. Emma Frost is one of the best characters in this event. She can hit all opponents with Fear and punch them into submission as they run away.

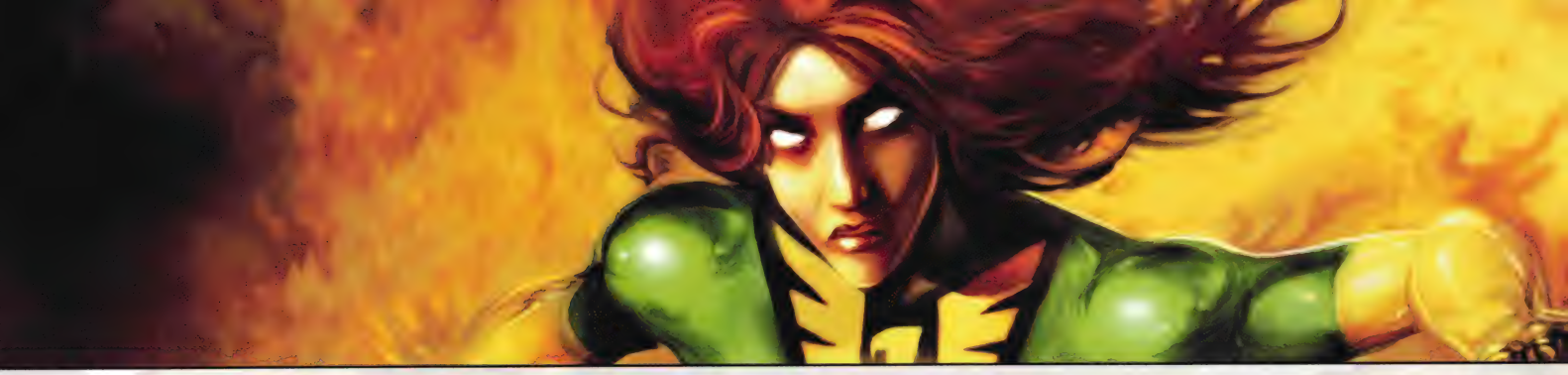
Feel free to make momentary alliances, especially in King of the Hill. Help a friend out, but be ready to break the truce as soon as the common goal is accomplished.

Don't forget about powers that boost defense, attack, or even speed. The boost they provide may be the difference between victory and defeat.

Blasters have an advantage in Brawl. Use ranged powers to pick off opponents that are about to be knocked out by a melee brawler.

Are the other players overly aggressive? Sometimes staying small and not drawing attention is the best way to get an advantage, especially in Last Man Standing.

In King of the Hill, hold onto the power-up as long as possible without using it. There's no bonus for knockouts, so grabbing it and using it immediately is a huge waste. Wait until your opponents have you on the ropes and then use it rather than giving it up.



X-MEN TRIVIA: QUESTIONS & ANSWERS

Use the television in the Dormitory's left common room to play the X-Men Trivia Game. Magma receives 6 experience points for every question that's answered correctly. It may not seem like much, but it's enough to earn several levels at the start of the game. All of these questions are answered throughout the game during conversations if you'd like to attempt the game on your own, however; you only get one shot at each question. Miss it and the experience is lost even though the questions loop at the end.

Q: Rogue had once been romantically involved with which evil mutant?

A: Magneto

Q: The address for the X-Mansion is....

A: 1407 Graymalkin Lane

Q: Of these characters, which was the first X-Man?

A: Cyclops

Q: Who isn't a member of the Brotherhood?

A: Gateway

Q: Name the machine Xavier uses to augment his psychic powers.

A: Cerebro

Q: Why can't Cyclops control his optic blast?

A: Head trauma suffered as a child.

Q: Gambit's father trained him to be a....

A: Thief

Q: Nightcrawler is originally from....

A: Germany

Q: When Jean Grey is overwhelmed by her powers she becomes....

A: The Phoenix

Q: Who is Cyclops's brother?

A: Havok

Q: Moira MacTaggert runs what facility?

A: Mutant Research Center on Muir Island

Q: Who is not truly a mutant?

A: Juggernaut

Q: Wolverine was forced to slay the father of the woman he loved. What was the father's name?

A: Shingen

Q: Cyclops' father was leader of which group?

A: The Starjammers

Q: Who developed Sentinels as a deterrent to mutants?

A: Bolivar Trask

Q: The original X-Men went to the Coffee A-Go-Go to listen to a beatnik known as....

A: Bernard the Poet

Q: Magneto's outer space base, Asteroid M, has also been referred to as...?

A: Avalon

Q: Who wears a helmet to protect against psionic attacks?

A: Juggernaut

Q: The metal bonded to Wolverine's bones is....

A: Adamantium

Q: Which is a codename for Kitty Pryde?

A: Sprite

Q: Toad's real name is....

A: Mortimer Toynbee

Q: Aside from being a powerful telepath, Emma Frost can also....

A: Change to diamond hard substance

Q: Moira's son, Kevin MacTaggert, was also known as....

A: Proteus

Q: For a short time, Jean Grey was a member of....

A: The Hellfire Club

Q: Which X-Man is immune to Rogue's power?

A: Colossus

Q: Storm's biggest fear is....

A: Enclosed spaces

Q: Who in this group is a mutant?

A: Bobby Drake

Q: What is the Xavier Protocol?

A: Files listing the secret identities of all known mutants

Q: Professor Xavier built Cerebro with the aid of....

A: Magneto

Q: Forge is a member of which Native American tribe?

A: Cheyenne

Q: The comic book X-Men #1 featuring the X-Men and Magneto appeared in....

A: September 1963

Q: Who is next in line to lead the X-Men if Cyclops is unable to?

A: Storm

Q: Psylocke is from....

A: England

Q: Where did Jubilee live for a short time?

A: Hollywood shopping mall

Q: Cyclops derives the energy for his optic blast from....

A: Solar energy

Q: When Shadow King first met Professor Xavier he was known as....

A: Amahl Farouk

Q: The Morlocks took their name from....

A: The underground race in H.G. Wells' novel 'The Time Machine'

Q: Gambit's Power is the ability to....

A: Charge objects with kinetic energy

Q: Jubilee is the unofficial sidekick of which X-Man?

A: Wolverine

Q: Against her will, Psylocke's mind was transferred into the body of....

A: A ninja

Q: Juggernaut received his fantastic powers from....

A: A gem of Cyttorak

Q: A nickname for Cyclops is....

A: Slim

Q: Sabertooth and Wolverine worked together doing covert operations for....

A: The CIA and Weapon X

Q: Kitty Pryde has a pet dragon named....

A: Lockheed

Q: One name Mystique goes by is....

A: Raven Darkholme

Q: One of Storm's favorite hobbies is....

A: Gardening

Q: In addition to Wolverine, who has been an experiment of the Weapon X program?

A: Sabretooth

Q: When did Colossus first turn into this metal form?

A: Stopping a runaway tractor

Q: The first five members of the X-Men were....

A: Cyclops, Iceman, Angel, Beast and Jean Grey

Q: When do a mutant's powers normally first activate?

A: During the teenage years

BEHIND THE SCENES

Front row sitting from left: Richard Lico, Adam Sherburne, W.C. Carani, Allison McCarthy, LN Lurie, Ryan Danz, Brian Hagan, Justin Negrete, Marcus Whitlock, Stu Wiegert
Second Row kneeling from left: Jeffrey Moy, Bobby Duncanson, Kris Peterson, Ste Cork, James Justin, Will Edwards, Philip Thomas, Jose J. Ornelas, Clem Samson-Samuel, Tom Odell
Third Row from left: Matt Oppriecht, Jeremy Blumel, Dan Edwards, Gina Garren, Kevin Schilder, Mitch Cotie, Derek Smith, Mike "Oz" Schulenberg, Mike Majernik, Patrick Williams, Bob Love
Fourth Row from left: Jeff Butler, Chris Reed, Mike Crowns, Dan Hay, Robert Gee, Dan Vondrak, Matt Pinkston, Keith Fuller, Glen Angus, Jeff Newquist
Not pictured: Brian Raffel, Pat Lipo, Brian Pelletier, Gil Gribb, Simon Parkinson, Jason Chappell, Tony Gialdini, Zack Quarles, Kathleen Marty, Rick Grossenbacher, Pete Hushvahtov, Jeff Dischler

The following pages are filled with tips from the team at Raven Software and concept art used to create the world of *X-Men Legends*.

JUSTIN NEGRETE – DESIGNER

ASTEROID M

When fighting a group of acolytes in Asteroid M, it is best to find and take out the Acolyte Adept Elite (Mental Resistant) first so that he cannot raise his fallen comrades.

Be prepared to jump often. Acolyte Warrior Elite and Sentinel Mark IIs have a punch-the-ground shockwave that knocks X-Men up in the air. Jumping to avoid this saves a good 5 seconds, which could be used to pull off a combo.

NYC RIOTS

Either stay at close range or at a long distance from incoming Sentinels. Staying in the middle ground is deadly, because of their missile lock-on attack, and their ground sweep laser.

If you get locked onto by missiles, run and let the missiles follow you. Try to find a tree or building corner to detonate missiles on. They are smart missiles, but not *that* smart.

MATT PINKSTON – DESIGNER

GENERAL

Iceman is good as a ranged character, but three of his attacks can really help out the general party. Stand in the back, freeze enemies, and let your AI buddies do the tanking. Put Ice Shield around allies to give them ice spikes for melee.

Nightcrawler's Teleport Frenzy is probably the most devastating attack if three or four enemies are pounding away on you.

To give your party more edge, disperse the stat points on your own, and don't use the auto function. Give melee characters more Strike points to boost attack, and give slower characters and hard hitters, like Colossus, more Agility to increase defense and Body to increase health. Energy expensive characters like Magma and Nightcrawler should concentrate on Focus to increase health/energy regeneration rates. This makes the characters more useful to the team, because are focused on 1 or 2 different things, and will result in more powerful combos.

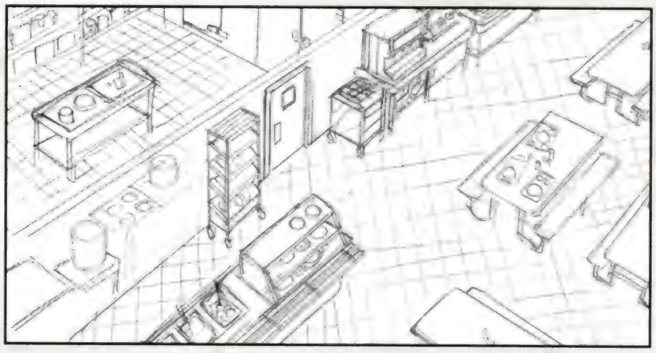
Use party buffers as much as possible to increase effectiveness. Use Iceman's Ice Armor to boost attacks for the party, or Psylocke's Psychic Defense to increase party defense.

In boss battles, use characters with plenty of defense, and party buffers. If your party is more about attack and speed, I suggest gathering as many health potions as possible, especially vs. Magneto.

HAARP INTERIOR

The exit from the first zone is locked. The Leader with the key is lurking down in the warehouse.

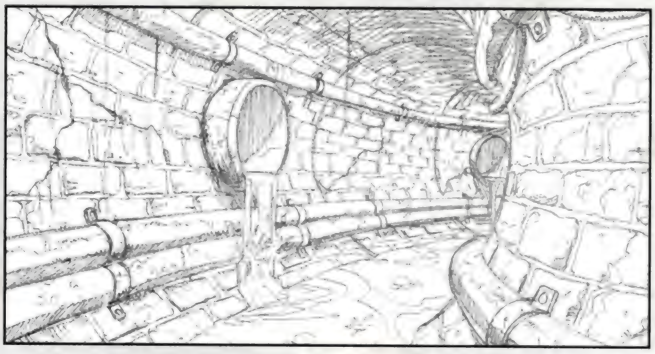
Don't let the soldiers get you in crossfire. Using Iceman's freeze is a good way to get in close without too much trouble. Phoenix's Telekinesis is also handy and she can make bridges too.



SEWERS: RESCUE GAMBIT

The Morlocks don't like any of the "Sun Skunks" invading their territory. They can be ferocious opponents so don't take them lightly. Some of them have the power to resurrect their fallen comrades.

When fighting Marrow, don't stand too close to the steam pipes. Marrow's spike attack will set them off, so be careful.

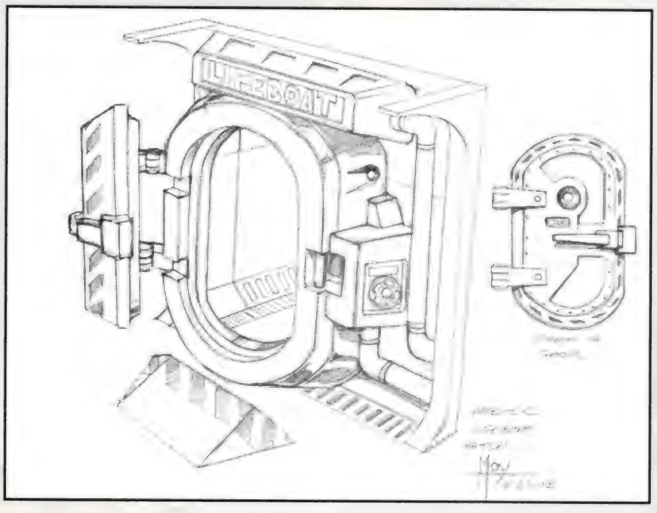


ARBITER INTERIOR

Upon encountering the Sentinel Launch tubes, destroying the control console cancels the launch sequence. This makes life much easier, unless you just like smashing Sentinels.

ARBITER FLOOD

There are four zones, each zone contains two trapped crewman. Some are harder to find than others, so watch the automap. Bring Iceman along to make ice bridges. A flyer works too, but Iceman makes your job much easier.



NUKE PLANT

You shouldn't have too much trouble with the guards here. The Brotherhood and the electrified bridges are the biggest threat.

When you find Colossus, head to the upper level. Lower the blast doors to gain access to the broken converter clamps. To secure them, you must first push the clamps back into place. Phoenix can use Telekinesis, and Storm's Whirlwind also works. Once the clamps are into position, use Cyclops or Storm to weld them. There's a secret area lurking about, so don't be too hasty to weld those clamps.

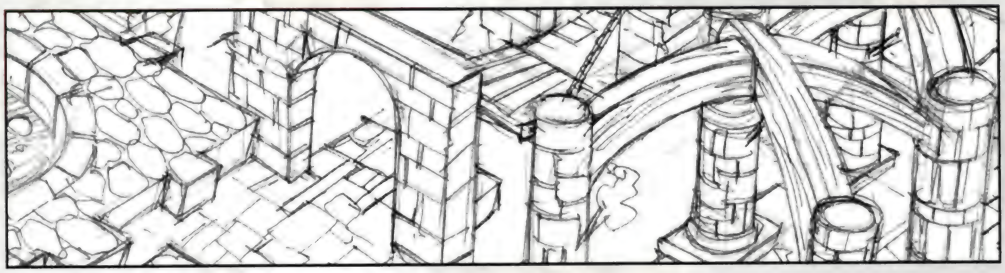
SEWERS: GRSO RAID

Marrow has four Lieutenants, and each of them will heal her after she's been beaten down. When you drop her, go to the nearest corner and take out the Goth bringing her back.

MIKE "OZ" SCHULENBERG – DESIGNER

ASTRAL PLANE

Jean Grey is a fabulous member to have on the team. Not only does her Telekinesis help with setting up easy combos, but her talents also come in handy when unraveling the otherworldly mysteries of the Astral Plane.



CLEM SAMSON-SAMUEL – DESIGNER

GENERAL

Always bring a good mixture of team members. Have at least one brawler and range character at all times. Also bring a team member with some kind of special movement power like flight, telekinesis, ice or fire tracks.

Sell extra health and especially energy potions when you can. Some areas are full of these items if you destroy enough objects.

Play the game with a friend or two or even three, it is a lot of fun.

Remember that you can outfit ALL characters at X-traction points. Just go to the change team menu and select a character from the list. Look at their details and assign points and equipment.

When visiting Healer or Forge, you can sell equipment even if it is being used on a character; equipment from all characters is displayed.

Get used to switching from one team member to another while fighting. This skill comes in very handy when fighting different types of enemies.

Indirect energy attacks are useful when enemies are behind walls or taking cover. Storm's Lighting Strike and Magma's Fissure are two examples of indirect attacks.

After beating the game you can play again using character's alternate costumes.

HAARP EXTERIOR

All fire barriers can be circumvented even if you don't have Iceman on your party.

There is at least one secret in every Haarp exterior area.

MANSION

Although most objectives in the mansion are not required, try to complete them anyway. They give you more background to the story.

The trivia game on the second floor is a great way to gain experience early on.

Use the Danger Room whenever possible to gain experience and equipment. Some items can only be gained by using the Danger Room.

Check the enemy bios in the brig to learn about enemies' weaknesses.

Flashbacks can only be accessed by talking to characters in the mansion, so pay attention to mansion objectives.

MAGMA'S FIRST DANGER ROOM TEST

Use knockback attacks to knock robots into each other. Not only do they take damage, but it interrupts their attacks as well.

JUGGERNAUT FLASHBACK

The combination of Phoenix and Iceman's slow powers is devastating to Juggernaut. Use Beast for close fighting, but if Juggernaut grabs Beast, switch to Cyclops to keep the momentum in your favor.

Juggernaut is invulnerable when using his armor power-up.

SENTINEL FLASHBACK

The NYC police will help you if the Sentinels are close to them.

There are goodies on rooftops, so take Jean Grey onto the roofs.

GRSO MANSION ATTACK

Destroying the stealth robots does not complete objectives, but they give great experience.

Explore both the front and backyards for health and energy pickups.

SENTINEL ATTACK ON THE MANSION

Magneto is a powerful ally; he can destroy Sentinels in one or two blows.

Only Sentinels defeated by the X-Men count for the objective, so don't rely on Magneto and his acolyte to do all the work.

RYAN DANZ – DESIGNER

TOAD BATTLE

When Toad puts his personal shield on, get out of the way!

PYRO 1ST ENCOUNTER

Use Iceman or Storm to put out any fires he starts in the room; that's one less thing to worry about.

MARROW 1ST ENCOUNTER

Stay clear of exploding barrels and pipes that shoot out steam. Marrow will actively use them against the X-Men by throwing bone spikes at them.

JUGGERNAUT

Use Mutant Powers exclusively until that character's energy is gone, then switch to a character with full energy.

MARROW 2ND ENCOUNTER

As soon as Marrow dies, get to one of the corners of the arena and get ready to take out the Morlock Resurrector who teleports in.

DARK BLOB

Destroy the statues that give Blob his protective shield as quickly as possible, you can't hurt him again until you do.

DARK PYRO

Don't try to attack Pyro while he's engulfed in flames—it's futile. Take out his fire minions first.

DARK AVALANCHE

When the ground starts to shake and rumble, get to stable ground quickly! You can destroy the large cage Avalanche creates around himself if you try.

DOPPELGANGER X-MEN

Don't spend too much time and energy against Wolverine's doppelganger until the end of the battle. He will get back up and fight again after a little while.

SHADOW KING

Attack with Professor X's powerful punch attack quickly after Shadow King does his spinning spear sweep attack. You won't have long.

Use Professor X's Xtreme power to weaken Shadow King when he's protected by his astral vortex.

MAGNETO

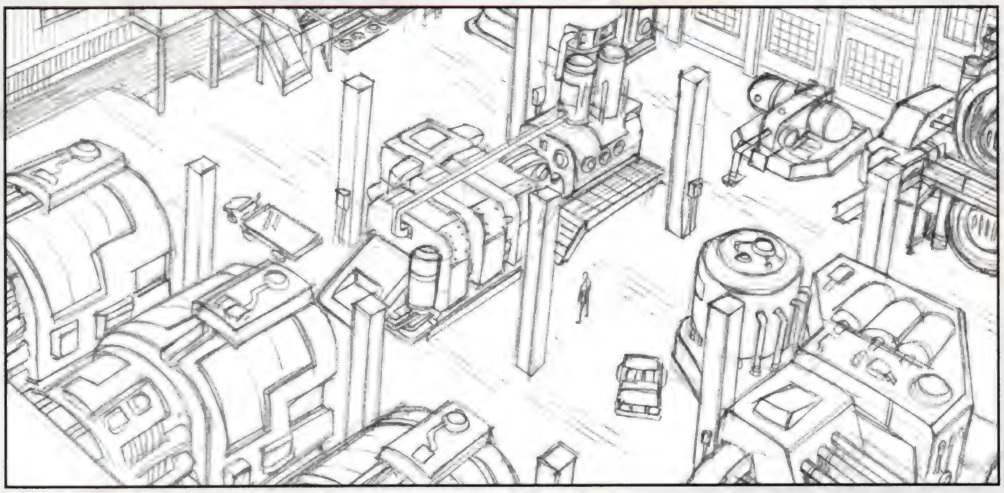
Don't bother attacking Magneto once he encircles himself with metal spheres. He will deflect any attack you send his way. Focus on his minions at that time.

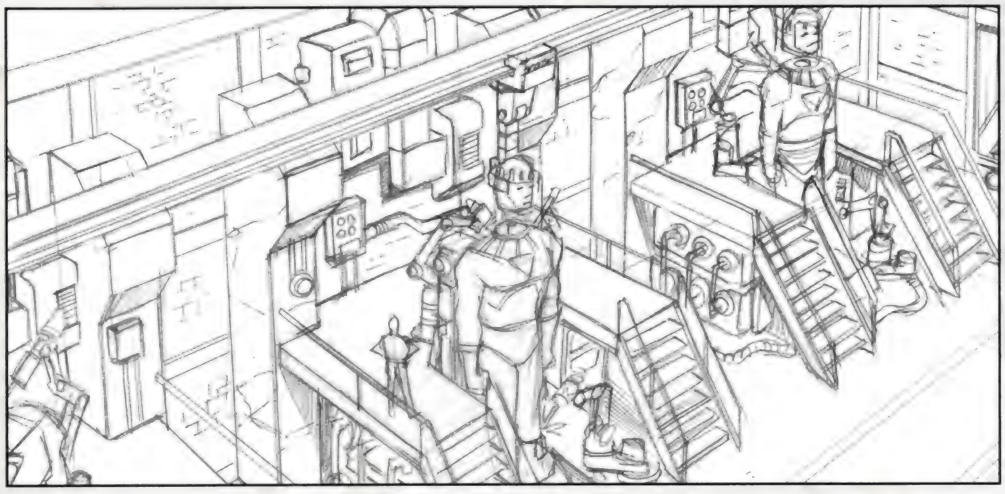
Destroying the computer consoles before Magneto has a chance to throw them makes life much easier.

MASTERMOLD

Once Mastermold's shield goes up, stand near the large energy generators until he shoots and breaks them. Once they're all broken, turn all the generators on at once to disable his shield.

MIKE MAJERNIK – DESIGNER





RESCUE ALISON

When fighting Mystique, your best chance at making a good strong attack is when she is firing her guns. Maneuver behind her or to her side and use Mutant Powers to do a considerable amount of damage.

When fighting Blob, use Cyclops to take him out from a distance, then toggle to Wolverine and attack Blob when he is on the ground after doing a belly flop attack.

HIVE FACTORY

When you get further along in the Hive Factory Interior, bring along a character that can weld things, since it comes in handy when fighting off some Sentinels.

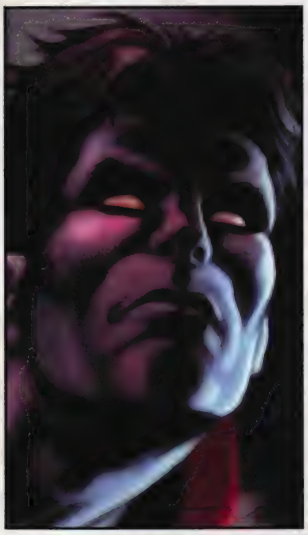
WEAPON-X SECRET LABS

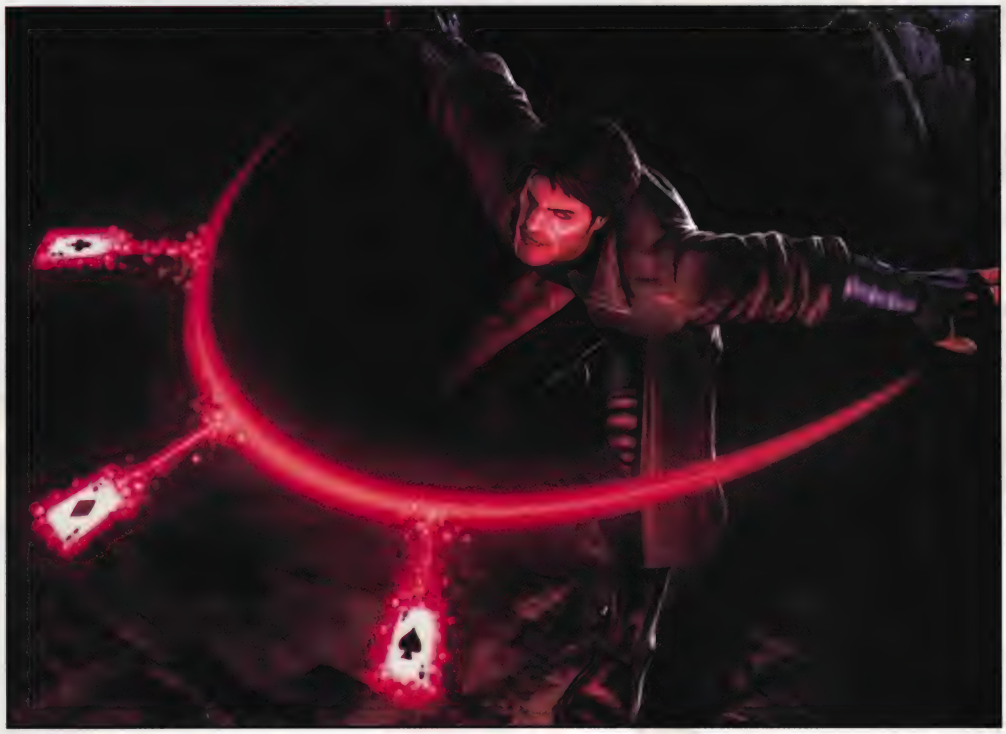
When doors are locked, the keycard holders are usually commanders or leaders. They usually have a colored ring effect below them to symbolize this. The keycard holders usually aren't too far away from the locked doors unless they are persuaded to go elsewhere.

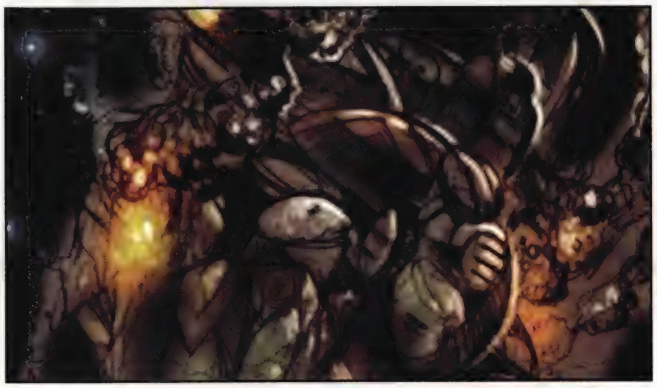
PATRICK WILLIAMS – DESIGNER

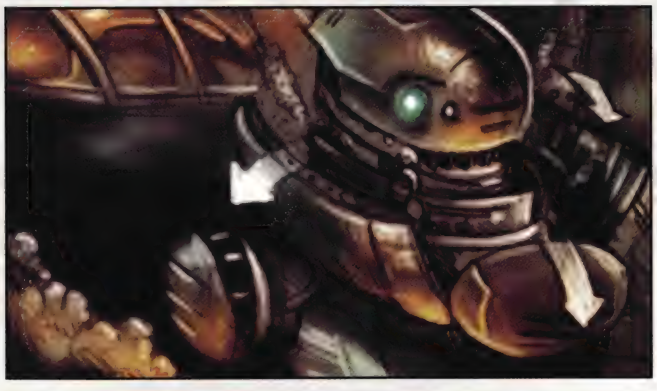
GENERAL

Think carefully about skill point distribution when leveling up your heroes. The jack-of-all-trades is often not as effective as the specialist.









ENEMY DATA

THE ACOLYTES

The Acolytes are the foot soldiers of the Brotherhood army. They're found inside of Brotherhood strongholds and are often sent on sabotage and recovery missions that aren't important enough for Magneto to see personally. Those that prove themselves worthy are trained to become elites and find themselves at Magneto's side.

No other enemies work as well together as do the Acolytes. Whenever a group appears, quickly single out any Adepts that may be looming in the rear of the pack. They have the ability to revive allies that have been knocked out and can do so through walls. Also pay close attention to their resistances. They tend to be immune to physical, energy, or psychic damage depending on the type of Acolyte. Remember to call for help when facing an Acolyte that's resistant to the controlled X-Man's powers.

ASTRAL CREATURES

The Astral creatures are the brainchild of the evil Shadow King. These fearsome beasts rule the Astral Plane and are quick to bring intruders to their master for punishment. What could be more humiliating than being dragged to your demise by the figment of another man's imagination?

Astral creatures are best dealt with using psychic attacks. They live in a world of the mind and are generally easily defeated with mental damage that rips at the core of their being. Always be ready for a storm of energy attacks. Cut through the tougher melee fighters quickly, or use area attacks that bypass the closer creatures and directly assault the shooters.

THE BROTHERHOOD

The Brotherhood's soldiers are the low level grunts of Magneto's mutant organization. Though they may be mutants, they're less than intimidating for heroes such as the X-Men. Some of them possess fairly powerful energy attacks, or better than average physical strength, so don't write them off immediately. In groups they can be very effective fighters.

Watch their resistances carefully when engaging the Brotherhood in combat. Early on they have no resistances, but later in the game they gain better powers and some resistances. Physical resistance is most common amongst the Brotherhood's agents, but there are those that resist energy as well. Also beware of their area attacks. Though they lack in power, even a weak attack can eventually cut through the toughest hero's defenses.

GRSO & HAARP

The government's anti-mutant program is in full swing and there are plenty of trained mutant hunters ready for action. They employ high-tech weaponry specially designed to give an untainted human a chance when facing the twisted powers of a mutant.

The main things to watch for when facing the GRSO or HAARP are Officers. They have auras that provide damage resistances to themselves and all of the grunts under their command. Eliminate them first to strip these bonuses from the group rather than trying to fight through them. Their weaponry comes in many varieties from beam weapons to swords and gloves that course with a powerful and damaging energy. Watch out for their grenade attacks. Listen and react quickly when one of the X-Men notices a grenade being lobbed into the midst of the group.

THE MORLOCKS

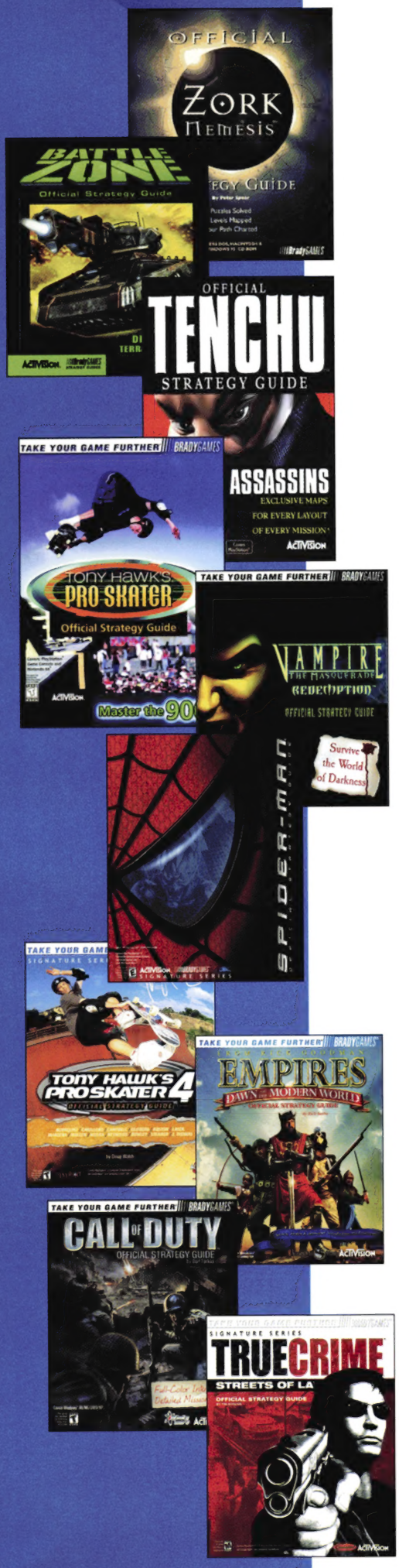
The Morlocks are a fearsome bunch led by the hot-tempered Marrow and the much calmer and insightful Healer. Though they rule the underground world, many of their kind remain bitter about the fate of their clan. Forced to live without the light of day and eternally wading in the waste of others, their lives are hard and perfect for breeding fearless warriors.

Beware of Morlock Goths when fighting in the sewers. They have the ability to revive fallen allies and can quickly turn the tide of a battle. Also beware of the Brutes and other powerful fighters. They have strong resistances and powerful defenses and far too many hit points. Team up against them and use combos to quickly bring them to their knees.

SENTINELS

Sentinels are the ultimate in mutant hunting technology. These giant robots are built solidly and equipped with a wide variety of weapons. They can take walloping and return the favor with interest. To make matters worse a new type of sentinel that combines classic sentinel technology with human subjects has produced some of the fiercest and yet disposable enemies of all time.

Fight sentinels from a distance whenever possible. Getting up close and personal only gives them a chance to flatten the X-Men with their massive metal feet and high-powered lasers. As robots, they have an extremely high resistance to psychic powers, which makes them a challenge for Jean Grey, Emma Frost, and even the powerful Professor X. Stay back and blast them with energy attacks such as Cyclops's Optic Beam and Storm's Lightning Strike.



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CREDITS

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BOOK DESIGNER Dan Caparo

PRODUCTION DESIGNER Tracy Wehmeyer

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X-MEN LEGENDS

OFFICIAL STRATEGY GUIDE

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